

ARTEMIY VRUBEL

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Personal Summary

A dynamic 3D designer with over a decade of experience in 3D modeling, game design, VFX/CGI and VR development. Expert in Blender with a passion for clean topology and optimization. Skilled in both photorealistic and stylized 3D modeling and proficient in CGI integration and match moving. Strong video editing skills. Proven track record in VR application development.

Education

09.2021 – 06.2024: **State-certified 3D Designer / Animator**, BEST-Sabel Designschule Berlin

- Final score: 1.0 (A equivalent).
- Hard Surface Modelling, Anatomic Sculpting, Retopolgy, Rigging, Animation, Integration in Game Engines, Optimization, Baking, Compositing, Video Editing.

Skills

- Blender, Unreal Engine, Unity, Substance Painter, ZBrush, 3ds Max, Cinema 4D.
- Photoshop, After Effects, Premiere, Illustrator, DaVinci Resolve.
- C#, JS, TS, Office Suite.

Experience

June 2023 – present: **CGI Integration Consultant**,
DFFB, Berlin

- Modelled, textured and rigged 10 photorealistic assets with Blender, ZBrush and Substance for professionally produced films.
- Animated lifelike movements in 40 dynamic scenes resulting in highly realistic visuals.
- Integrated CGI with Resolve and AE in highly professional environment, mastered match moving in 3DEqualizer, color matching in Resolve, expertise in working with Log-footage and ACES.

August 2023 – December 2023: **3D Generalist**,
“Scent from Heaven” by Hien Hoang, Berlin

- Developed an experimental VR experience in Unreal Engine, seamlessly integrating artistic vision with advanced 3D and VR development techniques with Blender.
- Optimized 3D models to enhance performance and visual quality.

December 2021 – July 2022: **VR Developer / Consultant**,
“MAYBE OUR MOTHER DIDN'T WANT US” by Ekaterina Kovalenko, Berlin

- Engineered an artistic interactive VR experience in Unity.
- Optimized and modelled 7 immersive worlds with 3ds Max, implementing performance-friendly techniques.
- Published an application on Oculus Store, worked on all the requirements and communications.

2014 – August 2022: **3D Content Creator / 3D Generalist**,
VRTIM team – Dmitry Vrubel

- Pioneered artistic projects and VR development for Berlin based artist Dmitry Vrubel, creator of the “Bruderkuss” on the East Side Gallery.
- Developed dozens of Unity experiences, apps and content - focusing on translating artistic thoughts in 3D space and virtual reality with Blender, ZBrush, AE and Cinema 4D.
- Optimized hundreds of resource intensive models and animation for VR headsets and WebGL.

Certificates

11.2020: IxDF - Interaction Design Foundation | **Design for Augmented and Virtual Reality**

Additional

Languages: Native in German and Russian, Full Working Proficiency in English.

Hobbies and Interests: Crafting and Tinkering, 3D Printing, Survival Games, Fishing, GeoGuessr, Football, and Pets.

Portfolio: www.vrubel.me

LinkedIn: www.linkedin.com/in/a-vrubel