DMYTRO PIATYHORETS
Senior Environment Artist

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Portfolio: https://www.artstation.com/shab42   Los Angeles, CA

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PROFESSIONAL EXPERIENCE

INFINITY WARD   **Los Angeles, CA, United States**
Environment Artist   **Aug 2022 – Present**
- Created photorealistic 3D environments and detailed level art for "Call of Duty", multiple shipped AAA titles.
- Provided high-quality models and PBR textures. Proactively collaborated with level design, tech art, and VFX.
- Authored detailed asset briefs for external vendors; Provided feedback; Made fixes and polished assets to final.

PEARL ABYSS   **remotely from the United Kingdom**
Environment Artist   **Aug 2021 – Aug 2022**
- Developed large-scale architectural kits and level art for an FPS game project on Unreal Engine.
- Created a wide range of high-poly and low-poly architectural assets using advanced procedural workflow.
- Prepared complex multi-layered materials for large organic structures and authored a clear documentation.

FRAG LAB   **Ukraine, Kyiv**
Environment Artist   **May 2019 – Sep 2021**
- Produced detailed 3D environments, locations, textures, and interactive props for "Shatterline" sci-fi FPS game.
- Teamed up with the technical art department to revise and optimize content for Lumberyard game engine.

VG ENTERTAINMENT (VOSTOK GAMES)   **Ukraine, Kyiv**
Environment Artist   **Nov 2017 – Feb 2019**
- Crafted high-fidelity 3D models and textures for games on Unreal Engine ("Fear the Wolves" ; other projects).
- Developed environmental assets, including vehicles with destruction stages. Worked with photogrammetry.

EDUCATION

NATIONAL TRANSPORT UNIVERSITY   **Ukraine, Kyiv**
Master of Engineering, Faculty of Automotive and Mechanical Engineering   **2008 - 2013**

TRAINING & CERTIFICATIONS

CGMA - Organic World Building in Unreal Engine. CREDENTIAL ID 26725   **2021**
CGMA - Advanced Substance for Environment Art. CREDENTIAL ID 25652   **2021**
CGMA - Environment Concept Design. CREDENTIAL ID 22353   **2020**

SKILLS

- **Environment Art**: High-poly and Low-poly 3D Modeling, Level Art, Worldbuilding, Set Dressing and Assets Placement. Photogrammetry; LIDAR data processing; Autodesk Maya and 3Ds Max, ZBrush, Blender.
- **Procedural PBR texturing**: Adobe Substance 3D Painter, Substance 3D Designer, Photoshop.
- **Game Engines**: Unreal Engine, Unity, Lumberyard. **Other tools**: Shotgrid, Jira, Perforce, Git.
- Collaboration with external outsourcing teams. Briefs and documentation development, review and feedback.

ARTICLES & PUBLICATIONS

- **GamesArtist.co.uk** "Photogrammetry 3D Material breakdown":
  https://gamesartist.co.uk/beach-sand/
- **ArtStation Magazine** "Learn to Make Natural Materials Using Substance 3D Designer":
  https://magazine.artstation.com/2022/05/natural-materials-with-substance-3d-designer/