

# DMYTRO PIATYHORETS

## Environment Artist

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Portfolio: <https://www.artstation.com/shab42>

Los Angeles, CA

LinkedIn: <https://www.linkedin.com/in/dmytro-piatyhorets-aba61b113/>

### PROFESSIONAL EXPERIENCE

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#### 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. Collaborated closely with level design, technical art, and VFX.
- Authored detailed asset requests, briefs and feedback for external art teams.

#### 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 utilizing modular 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, props and textures 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 FPS games (“[Fear the Wolves](#)” and other projects).
- Developed environmental assets, including vehicles and modular structures. Worked with photogrammetry.

### EDUCATION

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#### NATIONAL TRANSPORT UNIVERSITY

Ukraine, Kyiv

*Master of Engineering, Faculty of Automotive and Mechanical Engineering*

2008 - 2013

### TRAINING & CERTIFICATIONS

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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

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- Environment Art, High-poly and Low-poly 3D Modeling, Level Art, Set Dressing and Assets Placement. Photogrammetry; Autodesk Maya and 3Ds Max, ZBrush, Blender.
- Procedural PBR texturing. Adobe Substance 3D Painter, Substance 3D Designer, Photoshop.
- Unreal Engine, Unity, Lumberyard. Shotgrid, Perforce, Git, Houdini Engine for Unreal.
- Collaboration with external outsourcing teams. Briefs and documentation development, review and feedback.

### ARTICLES & PUBLICATIONS

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- 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/>