

DMYTRO PIATYHORETS

Senior Environment Artist

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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, Sculpting, Worldbuilding, Set Dressing. Photogrammetry; LIDAR data processing; Autodesk Maya and 3Ds Max, ZBrush, Houdini, 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/>