

# PAVEL VESNIN

SENIOR 3D ARTIST

pavelvesnin.art  
pavelvesnin.artstation.com  
pavelvesnin.3d@gmail.com  
+381621995495  
[linkedin.com/in/pavelvesnin3d](https://www.linkedin.com/in/pavelvesnin3d)

## SUMMARY

Senior 3D Artist with 15+ years in the game industry. Experienced in real-time asset creation, tool development, and pipeline optimization. Contributed to multiple shipped titles across platforms, from stylized to realistic styles. Combines strong artistic vision with deep technical expertise.

## WORK EXPERIENCE

### PAVEL VESNIN'S ARTEL. **3D Artist and Technical Artist**

Oct 2023 - Present

- Set up a full 3D production pipeline from scratch, including task management and asset reviews.
- Created a full asset pack (props, modular kits) from concept to game-ready models
- Created assets and concept art using AI tools.
- [Blender, Python] Optimization of work processes. Development of tools that reduced asset preparation time by 30–50%.
- [Blender, Maya, Substance Painter, Marmoset, RizomUV] Created over 100 game-ready 3D assets, including props, modular elements, and vehicles. Responsible for modeling, baking maps, PBR texturing, and rigging for specific assets (e.g., vehicles).

### MY.GAMES. **Senior 3D Artist (freelance)**

Jan 2024 - Apr 2024

- [Blender, Substance Painter] Created 3D characters game-ready. Baked, rigged and textured.
- [Zbrush] Sculpted the characters and props for them.

### CODERAPTOR. **Senior 3D Artist (freelance)**

June 2023 - Oct 2023

- [Unreal Engine 5] Contributed to basic level design and arena blockouts. Set up lighting and integrated pre-made assets into the environment.
- [Blender, Substance Painter, Marmoset, RizomUV] Created game-ready 3D assets including props for arenas, modular elements, and stylized characters (roosters). Modeled, baked maps and textured.
- [Zbrush] Sculpted the characters and props for them.

### PLAYRIX. **Technical Artist**

Oct 2021 - Jan 2023

- [Python, MaxScript] Developed scripts for artists in Blender (Python) and 3D Max (MaxScript).
- [Blender, 3DsMax, Maya] Optimized and checked the 3D assets. Prepared models for import into game engines. Conducted research on clothing simulations in Maya for the internal engine and other related topics.
- [Unity, Internal Engine] Exported assets and characters. Set up scenes and lights. Resolved issues with characters models and rigs. Checked and tested tools created by programmers.
- Wrote and maintained **technical documentation** for artists.

### PLAYRIX. **Senior 3D Artist (Environment)**

July 2021 - Oct 2021

- [Blender, Maya, Substance Painter] Created hipoly and lowpoly 3D assets game-ready. Baked maps.

### FREELANCE. **3D Artist (Environment/Characters)**

Jan 2020 - July 2021

- [Blender, 3DsMax, Substance Painter] Created hipoly and lowpoly 3D assets game-ready. Baked maps and textured.
- [Blender, Zbrush, Substance Painter] Created 3D characters game-ready. Baked, rigged and textured

### ALAWAR. **Senior 3D Artist (Characters/Props)**

Aug 2018 - Jan 2020

- [3DsMax, Zbrush, Substance Painter] Created game-ready 3D characters by sculpting, modeling, baking, rigging, and texturing them. Additionally, set up the skeleton and rig for import into Unreal Engine 4.
- [3DsMax, Substance Painter] Created 3D assets game-ready. Sculpted, modeled, baked and textured.
- [Unreal Engine 4] Imported assets and characters, set up skeletons for characters, and performed retargeting.
- Also helped to **organize the workflows** of the art department at the initial stage of the project.

## GOBLINZ. 3D Generalist (Environment)

Jan 2016 - Aug 2018

- [3DsMax, Vray] Created scenes and props for the projects. Sculpted, modeled, rendered, animated and textured.
- [3DsMax, Substance Painter, Unity] Made, prepared and exported some models into Unity.

## FREELANCE. 3D Generalist

Jan 2014 - Jan 2016

- [3DsMax, Vray, Zbrush] Created hipoly and lowpoly 3D assets game-ready. Baked maps and textured.

## ALAWAR. Lead Artist

Aug 2010 - Nov 2013

- Created and maintained the project's visual style to ensure consistent artistic quality.
- **Managed** and led a team of artists, coordinating tasks and fostering collaboration.

## SHIPPED PROJECTS

- Rush Arena (*MyGames*)
- Rooster Fights (*Coderaptor*)
- Watchers (*Alawar*)
- True Fear: Forsaken Souls Part 2, 3 (*Goblinz*)

## SKILLS

- Preparing models for game engines (Retopology, UVW unwrapping, baking maps)
- Proficient in digital sculpting with knowledge of anatomy
- Modeling both hard surface and organic assets
- Advanced knowledge of PBR texturing workflows
- Capable of setting up simple rigging for 3D models
- Creating shaders and tools at a basic level
- Leading a team of 3D artists
- Experience with version control systems (Git)
- Strong problem-solving skills and attention to detail
- Knowledge of AI-assisted tools for asset creation and concept art

## TOOLS

Blender  
3DsMax  
Maya  
Zbrush  
Marmoset Toolbag

RizomUV  
Photoshop  
Substance Painter  
Substance Designer  
3D Coat

Unreal Engine 5  
Unity  
Python  
Git

## LANGUAGES

- Russian (Native)
- English (B1)
- Spanish (A1)