



# VLADISLAV ERMAKOV

## 3D Asset artist

### CONTACT

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- 📺 <https://vimeo.com/1121862140>

### TECHNICAL SKILLS

Maya	<div><div></div></div>
Houdini	<div><div></div></div>
ZBrush	<div><div></div></div>
Substance Painter	<div><div></div></div>
Mari	<div><div></div></div>
Nuke	<div><div></div></div>
Arnold	<div><div></div></div>
Karma	<div><div></div></div>
Renderman	<div><div></div></div>
Affinity Photo	<div><div></div></div>

### SOFT SKILLS

- Creativity
- Attention to details
- Passion for growth
- Adaptability
- Time management

### LANGUAGES

English, German, Russian

Passionate and highly motivated 3D Asset Artist with a strong foundation in modeling, texturing, and asset creation, gained through intensive training at PIXLVISN media arts academy in Cologne. Eager to apply my artistic skills and technical knowledge to real-world projects, with a keen eye for detail and a deep love for creating high-quality 3D assets. Constantly learning and pushing creative boundaries, ready to contribute to a dynamic team and grow within the industry. Open to working on a wide variety of modeling tasks and fully willing to relocate if required.

### EXPERIENCE

- **Personal Project: Ferrari 250 GT LWB Berlinetta TdF, 1959**  
03/2025
  - Modeled a hard-surface replica of the 1959 Ferrari 250 GT using Maya
  - Focused on clean topology and precise surface flow suitable for rendering
  - Created detailed PBR textures in Substance Painter
  - Followed real-world references to ensure high accuracy and authenticity
- **Group Project: Harley-Davidson 1948 FL Panhead**  
06/2025 – 08/2025
  - Created a highly detailed hard-surface 3D model of the iconic 1948 Harley-Davidson FL Panhead using Maya
  - Focused on complex mechanical forms, clean topology, and accurate detailing across all components
  - Collaborated with Max Lucas Schmitz, who was responsible for texturing using Mari
  - We ensured the model met high visual standards suitable for close-up rendering
- **Personal Project: Walter White ("Breaking Bad")**  
07/2025 – 09/2025
  - Sculpted a realistic likeness of Walter White using ZBrush
  - Performed clean retopology in Maya to ensure animation-ready topology
  - Created realistic clothing in Marvelous Designer, simulating fabric behavior and layering
  - Groomed facial hair and eyebrows in Houdini
  - Textured the character and partially created displacement maps in Mari

### EDUCATION

- **PIXLVISN media arts academy — Cologne, Germany**  
04/2024 – 10/2025
- **Philipps-Universität Marburg – Studienkolleg — Marburg, Germany**  
09/2021 – 06/2022

### HOBBYS

In my free time I like to sing! I also like to draw cars since early childhood. I watch different films and TV series and I like to travel!