



Yana Melnichenko

3D Artist

Contact information:

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Telegram: @yanameln1

Portfolio: <https://ymelnichenko.github.io/cv/>

Work experience:

3D Artist, Freelance

from 02.2024 to now

3D Artist, TSUKAT

from 08.2017 to 01.2024

- Creating models
- Working with pre-existing models (optimization)
- Preparing models for export
- Texturing, rendering, unwrapping, baking textures
- Composing scene in UE with materials, lights, creating cinematic
- Preparing models for Web

3D Artist, VisEngine Digital Solutions

from 03.2017 to 08.2017

- Creating models
- Set up and render scene

Professional skills:

- 3Ds Max: low/middle/high poly modeling, texturing, unwrapping, baking textures
- Photoshop
- Marvelous Designer
- Corona Renderer
- Headus UV Layout
- Unreal Engine 4 and 5: create levels with props, create lighting, work with materials and PBR textures, setup post-processing, bake light, create cinematic, VR, PCWalk
- Substance Painter
- Adobe Premiere
- PlayCanvas
- Perforce

Additional information

- Responsibility
- Purposefulness
- Qualifications
- Demand
- Self-organization
- Orientation to the result

Languages

English - B1