



# Aleksander Galevskyi

Art Lead/Senior 3D Artist

I'm a 3D artist, specializing on hard surface photorealistic asset creation

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## WORK EXPERIENCE

### Art Lead IGG Minsk

08/2016 – Present

Minsk, Belarus

Tasks

- Full cycle process of vehicle models creation
- Creating presets inside substance painter
- Project art vision
- Planing, JIRA management
- Team management, teaching

### Senior 3D Artist Wargaming

05/2014 – 06/2016

Minsk, Belarus

Tasks

- Full cycle process of tank model creation. Strating from LowPoly blockout, HighPoly Modeling, baking to texturing and setup inside BigWorld Engine

### Senior 3D Artist Tikis Lab

03/2011 – 05/2014

Kharkiv, Ukraine

Tasks

- Level blockout, Hi- and Low-poly modeling, texturing, lighting scenes.
- 2D and 3D animation with final composing in AfterEffect and/or Fusion. Character rigging and animation.
- Final composing cutscenes.

### 3D Artist Cube Studio

2009 – 2011

Kharkiv, Ukraine

Tasks

- 3D Generalist. Full cycle projects (modeling-texturing-rigging-animation-visualisation-composing).

## SKILLS

HighPoly Modeling

LowPoly Modeling

Optimization

Texturing

PBR

3Ds Max

Maya

ZBrush

Substance

Preset Creation

PS

Team Leading

Planning

JIRA

Gantt Board

## EDUCATION

### Master Degree in Aerospace Design National Aerospace University

09/2006 – 02/2012

Kharkiv, Ukraine

## LANGUAGES

English



Russian



Ukrainian



## INTERESTS

Tennis

Scale Modeling

Photography

Guitar