



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