

Yumi Batgerel

3D Game Artist

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📍 Zwolle, The Netherlands

Profile

My focus shifted to creating 3D characters, as well as human and creatures. This is what I consider my passion but I've a broad field of interests and enjoy working on various types of projects.

Lately, I've been active in the industry by regularly joining art challenges, events and various freelance assignments. Also, I've experience in giving beginners workshops in Zbrush and Maya for Art degree students.

Experience

3D Artist Self employed

Oct 2017 – Present

- Character Modeling for Serious/Applied projects
- Commissions like 1/6 likeness heads for 3D printing

3D Artist @Team6 Game Studios B.V.

Mar 2018 – Sep 2018 Assen, Drenthe Province, Netherlands

- Helped on launching Thrill Rush Theme Park - Mobile Game. Mainly worked on modeling and polishing carts and environment assets.
- Worked on modeling 3D props for Furiends - Mobile Game.

Game Art intern @CSP Media Inc.

Mar 2016 – Jul 2016 Songnam, South-Korea

Video Production Intern @THYR drossaart films

Sep 2012 – Jan 2013 Zwolle Area, Netherlands

Animation Intern @URREBUK

May 2012 – Aug 2012 Rotterdam Area, Netherlands

Awards

Winners Team @POSTECH

2016

Korea-Netherlands Game Jam

Education

Bachelor of Arts (BA) Game and Interactive Media Design

@Utrecht School of Arts
2013 – 2017

Vocational training Animation

@Deltion College 2009 – 2013

Languages

Dutch Professional

English Professional

Russian Native

Mongolian Native

Skills

Maya



Zbrush



Substance Painter



Unity



Photoshop

