



Bogdan Shelyakin aka Eric Dinoware

ART DIRECTOR / LEVEL DESIGNER / 3D GENERALIST / DEVELOPER

HELLO

I'm Bogdan Shelyakin aka Eric Dinoware,
an Art Director, Designer, 3D Generalist
from Ukraine, Mariupol

Started CGI in 2009. Have working experience at all stages of project development of varying complexity. More than three years of experience as an Art Director. I have the following skills: Team management; Scripting; Documentation; Testing; Sculpting; Modeling; Programming on C # in Unity; Creating logic on Blueprints in UE4; A full cycle of creating PBR models; Creating cutscenes; Video editing; Writing articles; Communicating with the audience

EXPERIENCE

Present

Working on my own projects

Position: Art Director; Level Designer; Developer

I am working on the creation of the own RPG game - "Valdira: Godri's Way": <https://youtu.be/neQHWfz5mYw>

2018-2019

FFBR Project

Position: Freelancer; Level Designer

Creating Levels for the game; Concepting UI/UX; Creating Documentation

2014 - 2017

Strategy Magic

Position: Freelancer; Art Director

Creating a visual style for the game; Creating models; Creating UI/UX; Creating game logic; Creating demo builds and videos

2014 - 2017

VRSpro

Position: Freelancer; Art Director; 3D Modeler; Level Designer

Creating characters; Creating props/environment; Creating levels; Managed a team of 3D artists

2009 - Present

Freelancer

Position: Art Director; 3D Modeler; Level Designer; 2D Designer

Creating characters; Creating props/environment; Creating levels; Managed a team of Designers/2D/3D artists; Creating Documentation; 2D Design; Consulting; etc..

CONTACT

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web site: www.dinoware.art

SOCIAL

www.artstation.com/dinoware
www.instagram.com/dinoware.art/
www.youtube.com/alienprism

SKILLS

Quixel Ecosystem	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Substance Software	<div style="width: 100%;"><div style="width: 95%;"></div></div>
Unreal Engine 4	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Unity 3D	<div style="width: 100%;"><div style="width: 90%;"></div></div>
Affinity Designer	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Photoshop	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Maya / Zbrush	<div style="width: 100%;"><div style="width: 80%;"></div></div>
Davinci Resolve	<div style="width: 100%;"><div style="width: 70%;"></div></div>

AWARDS

2019	Quixel Mixer Style Swap contest Honorable Mention
2012	Academy of sciences Second place: "Computer science"

LANGUAGES

Russian: Native language
Ukrainian: Second native language
English: B2

EDUCATION

2001 - 2012	High school Mariupol Lyceum №14
2002 - 2008	School of Music Mariupol Music School №3