



Nikita Suharicevs

3D Artist

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Summary

Hi there! I'm a 3d artist with more than 5 years of experience working in the video games industry. I'm always looking for new opportunities to further my art skills, and to make something awesome!

Professional Experience

Senior 3D Artist

Jan 2016 - Present

[Eleon Game Studios](#)

Working on Emyrion: Galactic Survival, Unity Engine

Junior 3D Artist

Aug 2015 - Dec 2015

[KEEN SOFTWARE HOUSE](#)

Worked on Space Engineers, custom engine

Freelance 3D Artist

2014 - Present

SELF-EMPLOYED

Worked on various small projects, ranging from mobile game prototypes to Unreal Marketplace asset packs. Participated in several online competitions, winning third place in Sketchfab's Mozilla VR contest.

Education

Bachelor of Arts (BA) - Computer Games Modelling and Animation

2012 - 2016

UNIVERSITY OF DERBY

Skills

Hard Surface Modeling



High-poly/low-poly, sub-d and boolean+ZBrush workflows.

Organic modeling



Vegetation, environment sculpting.

Texturing



UV unwrapping and texture baking, PBR and stylized texturing, tileable environment texture creation, material/shader creation in Unreal Material Editor and Unity Shader Graph.

Visual scripting



Gameplay scripting in UE4's Blueprints and Unity's Playmaker/Bolt.

Software Skills

- Autodesk Maya
- Autodesk 3DS Max
- Blender
- ZBrush
- Adobe Photoshop
- Substance Painter
- Substance Designer
- Unreal Engine 4
- Unity