



ANTON GOLUBOV

3D Artist



Portfolio: www.aghandwork.com

PROFILE

Professional creation, processing and retouching images for business and e-commerce.

SKILLS

- 3D Modeling
- 3D Sculpting
- Retopology
- Compositing
- Texturing
- Texture Baking
- Rendering
- Matte Painting
- Visualization
- Retouching
- Photo manipulation
- Color correction

SOFTWARE PROFICIENCY:

- Photoshop
- Illustrator
- Blender
- ZBrush
- Substance Painter
- Substance Alchemist
- Marvelous Designer
- Unreal Engine 4
- RizomUV
- SpeedTree
- Quixel Megascans
- Quixel Mixer
- Marmoset Toolbag

ABOUT ME

A highly-motivated and goal oriented creative person.

I am open to any challenges and constantly striving to improve my skills in direction of 3D and CGI.

I have ability to communicate in:

- English
- Polish
- Russian
- Ukrainian

I try to have creative and an excellent eye for detail.

CONTACT



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