

Juras Rodionovas

Character Artist

CV

Stockholm, Sweden

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Experience



Lead Character Artist - Fatshark

Working on Warhammer 40 000: Darktide

Jan 2021 - present



Character Artist - Fatshark

Working on Warhammer 40 000: Darktide

Dec 2019 - Dec 2020



Junior Character Artist - Avalanche Studios

Worked on Rage 2 Rise Of The Ghosts DLC, and Generation Zero Live.

Apr 2019 - Nov 2019



Character Artist Intern - Avalanche Studios

Worked on Rage 2.

Oct 2018 - Apr 2019

Education



CGMA - Next Gen Character Creation Mentorship

An 8 week course with Adam Skutt - Senior Character Artist at Epic Games who previously worked on The Order 1886, and Uncharted 4: A Thief's End.

2019



Futuregames, 3D Graphics, Stockholm

Higher vocational school. Courses and lectures held by industry professionals from studios including EA DICE, Starbreeze, Mojang, Hazelight, and others.

2017 - 2019



LBS Kreativa Gymnasiet, Game Graphics, Stockholm

Upper Secondary School

2014 - 2017

Achievements



80.lv

Wrote an article - [Realistic Character Art: Face, Clothes, Tattoos](#)

2020



TexturingXYZ

Featured on official Texturing XYZ gallery page.

2019

Wrote an article - [Interview](#)



Marmoset - Character Art Tutorials

Wrote an article for Marmoset - ["Painting A Character With Lighting In Toolbag"](#)

2019



The Rookie Awards 2019

Rookie Of The Year - Game Design & Development

2019

Skills

Main Skills

Digital Sculpting
Character modelling
UV Mapping
Texture Baking
PBR Texturing
Real Time Rendering

General Skills

Anatomy knowledge
Basic rigging and skinning
Lighting
Composition
Real Time Shader setups

Languages

Lithuanian - native
Swedish - fluent
English - fluent

Software Experience

Zbrush
Apex Engine
Marvelous Designer
Maya
Blender
Topogun
Photoshop
Xnormal
Substance Painter
Stingray Engine (Bitsquid)

Unreal Engine 4

Unity

Marmoset Toolbag

Perforce

Svn Tortoise

R3DS Wrap