



Bogdan Shelyakin aka Eric Dinoware

ART DIRECTOR / LEVEL DESIGNER / TECHNICAL ARTIST / 3D GENERALIST / DEVELOPER

HELLO

I am Bogdan Shelyakin aka Eric Dinoware, an **Art Director**, **Designer**, **Technical Artist**, **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; Modelling; 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 and others...

EXPERIENCE

2020-2021

Epic Games / Quixel

Position: Technical artist; Marketing Content

Worked on Mixer Smart Materials library creation, testing software and marketing content creation

2018-2019

FFBR Project

Position: Freelancer; Level Designer

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

2017-2020

Working on my own projects

Position: Art Director; Level Designer; Developer

Worked on my own Platformer game -

"Mad Manuel: <https://artstation.com/artwork/rRn4RJ>

2017-2020

Working on my own projects

Position: Art Director; Level Designer; Developer

Worked on my own RPG game -

"Valdira: Godri's Way": <https://artstation.com/artwork/Ka0rwr>

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; Managing a team of 3D artists

2009 - Present

Freelancer

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

Creating characters; Creating props / environment;

Creating levels; Managing a team of Designers / 2D / 3D artists;

Creating Documentation; 2D Design; Consulting; etc...

CONTACTS


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SOCIAL




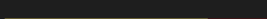






 www.artstation.com/dinoware

 www.instagram.com/dinowareart

 www.youtube.com/alienprism

 t.me/dinowareart

SKILLS

Quixel Ecosystem	
Substance Software	
Unreal Engine 4	
Blueprints	
Unity 3D	
C#	
Affinity Designer	
Photoshop	
Maya / Zbrush	
Davinci Resolve	

AWARDS

2019	Quixel Mixer Style Swap contest Honourable 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