Contact

+381628488066 (Mobile)

t.artem85@gmail.com

www.titart3d.com/

www.linkedin.com/in/titart (LinkedIn)

Portfolio

www.artstation.com/titart3d
(Game-ready models Portfolio)

www.behance.net/artemtitorenko
(UI design Portfolio)

Top Skills

High-poly / Low-poly modeling

UV mapping / Baking textures

Unity 3D / Unreal Engine

UX/UI design

Project Management

Education

Kemerovo State University
Bachelor's degree

Certifications

Visual Elements of User Interface
Design

Making Architecture

Fundamentals of game development
in Unity. Game programming

Languages

English Fluently

Russian (Native)

Artem Titorenko

3D Artist
Belgrade, Serbia

Summary

Proficient in the creation of game models through established methodologies, encompassing UV mapping, texturing, and detailed scene composition involving lights and cameras. Expertise includes mastery of 3DS Max, Maya, Substance Painter, Zbrush, Unity, and Unreal Engine.

Summary Experience:

- Over 1500 low-poly 3D models with PBR textures
- Over 150 medium-poly prop models (modeling, textures)
- More than 40 interior visualizations
- Over 10 stylized characters (sculpting, retopology, texturing, animation)
- 3+ years of commercial experience in Unity 3d (UPR / HDRP pipeline, prefabs, lightning)
- Was made UX/UI design of the application (2D editor, 3d editor, marketplace, catalogs, forms ets.)

Hard Skills:

- Low-poly 3D modeling
- High-poly 3D modeling
- Sculpting
- UV-wrapping
- Baking textures
- Creating PBR textures (unique, tiling)
- Rigging
- Animations
- Environment Art
- UX/UI design

Software Experience:

Extensive familiarity with industry-standard programs like 3DS Max, Maya, Zbrush, Marmoset Toolbag, Marvelous Designer, Substance Painter, Substance Designer, Quixel, Photoshop, Unity, Unreal Engine 4-5, Photoshop, Figma.

Work Experience

ArtMind AI
3D Generalist
May 2021 - Present (3 years 1 month)

- Created over 1500 photorealistic 3D models with PBR textures
- Created and customized over 1500 prefabs in Unity 3d
- The lighting system was realized for all project
- Was made global setups for UPR / HDRP pipeline
- Was made UX/UI design of the application (2D editor, 3d editor, marketplace, catalogs, forms ets.)

Freelance, self-employed
3D Artist
July 2019 - Present (4 years 11 months)

- Over 150 low-poly/medium-poly prop models (modeling, textures)
- More than 40 interior visualizations
- 4 stylized characters (sculpting, retopology, texturing, animation)

    Collaborated with 10 companies.