

DANIIL DEMCHENKO

3D generalist

ABOUT

I am a professional 3D Generalist and game environment artist, with over 15 years experience in the computer games industry. Today I am creating art for games, mobile games, virtual reality, assets for Unity Asset Store and Unreal Engine Marketplace.

I can integrate into a project of any complexity and at any stage, I have extensive experience in creating and maintaining content for mobile games, creating pipelines, solving complex technical problems related to the integration of art content in game engines, lighting, shading, procedural geometry and much more. I work remotely providing myself with a workplace and equipment.

SKILLS

Unreal Engine 4, 5
Unity3D
Autodesk MAYA
Blender
Houdini
Substance Designer
Photoshop
After Effects

And related skills:
Python
C#
PyMel

And more...

CONTACT

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WORK EXPERIENCE

3D Generalist, freelance

St.-Petersburg City, Russia

Feb 2014 – Present

Art direction, technical art, environment design, R&D, optimization, VFX, UI/UX, prototyping, animation, and managing art content for any game engines.

3D artist

Game Insight, St.-Petersburg City, Russia

Jan 2013 – Feb 2014

Development of X-Mercs mobile game.

Creating a workflow pipeline for environment design(Unity3D), VFX.

3D artist

VIProjects Limited, St.-Petersburg City, Russia

Jun 2011 – Dec 2012

Development RealRace browser racing game.

Creating a workflow pipeline for environment design(Unity3D), managed 3D content, integration to Unity, optimisation, R&D, technical art.

3D Generalist

UMA Premium Group LLC, St.-Petersburg City, Russia

Jul 2010 – jun 2011

Development of gambling systems for casinos, marketing videos.

3D art, UI/UX, R&D, VFX, Creating a workflow pipeline for OpenGL

3D Lead

Octavian International, Ltd, St.-Petersburg City, Russia

Apr 2005 – Jul 2010

Development of gambling systems for casinos, marketing videos.

Dozens of released games and systems installed in casinos around the world.

3D Art, UI/UX, R&D, VFX, Creating a workflow pipeline for OpenGL.

3D artist

Lesta Studio(Wargaming), St.-Petersburg City, Russia

Apr 2004 – Apr 2005

Development of the Pacific Storm video game.

Creating a workflow pipeline for environment design, UI and 2D, using Ogre Engine.

Artist

Octavian International, Ltd, St.-Petersburg City, Russia

Jan 2002 – Apr 2004

Development of gambling games for casinos.

Dozens of released games installed in casinos around the world.

2D/3D Art, UI/UX

Designer

The State Russian museum, St.-Petersburg City, Russia

July 1998 – Jan 2002

Decoration of exhibitions, poster design, media projects.