

3D/2D Artist

DMYTRO PEDIASH

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I'm professional 3D\2D artist with 8 years of experience in graphics development for video games. During this time I learned most of the major tools such as 3Ds Max, Maya, Photoshop and of course ZBrush. I was working on characters, environments, animations and motion capture, and took a part in multiple mobile and multi-platform AAA titles development.

Experience

Character Artist

Warsaw, Poland
Sep 2015 - Present

Flying Wild Hogs

Creating characters for upcoming AAA project, hard and organic surface sculpting, UVWs and textures for characters.

Lead 3D artist

Gdansk, Poland
Jun 2014 - Sep 2015

PlaySoft

Creating 3D models, textures, animations, game graphics optimization, visual effects for games etc.

Lead artist

Odessa, Ukraine
Apr 2013 - Jun 2014

SoftTechnics

Leading art department. Creating 2D and 3D artwork, game design documents, UI design, game graphics optimization, visual effects for games etc.

Artist

Odessa, Ukraine
Jul 2011 - Apr 2013

SoftTechnics

2D and 3D art production, UI design, game graphics creation and optimization. Visual effects for games.

3D and 2D artist

Odessa, Ukraine
Nov 2010 - Jul 2011

Digital Prunes

Creating characters, visual effects and graphics optimization for mobile games (iphone/ipod touch)

Lead artist

Odessa, Ukraine
Jun 2010 - Sep 2010

Talk24

Creating concepts for the company products

Lead 3D Artist

Odessa, Ukraine
Sep 2009 - Jun 2010

DirtyEdge

Creating 3D visual effects, characters and environments for DirtyEdge games. Consulting.

Lead 3D Artist

Zaporozhye, Ukraine
Jul 2008 - Feb 2009

AnimaFunny

Creating characters, Environments, character animation.

3D graphics designer

Zaporozhye, Ukraine
May 2006 - Jul 2008

DreamSoft

Modeling objects and characters. Unwrapping and texturing, rigging and skinning (if necessary) and final animation

Education

CG Masters Academy

Los Angeles, California
Feb 2013 - Present

Analitical figure drawing and character development for video games and animation

Theartclasses.com

Jun 2012 - Feb 2013

Premium online training "Character design for production"

Specialist of computer systems and networks

Zaporozhye, Ukraine
Sep 2006 - Aug 2007

National Technical University

Bachelor of computer systems and networks

Zaporozhye, Ukraine
Aug 2002 - Aug 2006

National Technical University

Additional info

My Interests

I have always been interested in video games as in game production. And I am happy to work with a creative professional team.

As for free time, I prefer to spend it on games, biking, beer with my friends and on my own project. Few years ago I wrote a book in fantasy stile and I have a plan to make a set of art based on my story, So I spend my free time producing stuff and characters, I'll need in future.

Also, I am interested in learning new software and growing my skills .

Additional Skills

I began learning English at school and continued studying at the University, so I fluently speak English and have great experience in working at English-speaking environment.

I take constructive criticism positively, using this information in order to constantly improve the level of my work.

I have good imagination and I enjoy the process of creation. I don't like sitting around and prefer to spend my time on personal growing or ongoing projects.

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