



# About me

My name is Yuri Romanyuk and I'm a commercial designer. Having worked in computer graphics industry since 2007, I have participated in a number of projects of various level and style, from mobile application platforms by Game Loft to titles for PC and game consoles, such as Dragon Age Inquisition.

Yuriy Romanyuk  
Character 3d artist .

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Address:  
Russia st.Petersburg

**Education**  
Samara State Technical University  
Samara State University  
Languages  
• Russian  
• English

## Pipeline

While working in Dubai I got a great experience in working on cinematographic products. I am well acknowledged of the pipeline of other large companies. I got my first experience in the field when I was working on the creation of Game Loft games in Argentina. I am also experienced in how to work with mobile platforms. Even though I am experienced in a good deal of different spheres I am still trying to remain being a visual character and technical artist.

## Soft

Modo, Zbrush, Keyshot, Maya, Fusion 360,  
Substance paint and designer,  
Photoshop, Marvelous Designer,  
Unreal Engine, XNormal, 3ds Max, Marmoset Toolbag

## Skills

3D MODELING  
CONCEPT ART  
CHARACTER DESIGN  
GAME DEVELOPMENT  
PBR TEXTURING  
HARD-SURFACE MODELING  
POST-PRODUCTION

## Experience

Nerf-Game (Moscow)  
**Lead Character 3d artist**

Concept Space, LLC (Moscow)  
**Character 3d artist**

GameSolutions (Dubai)  
**Lead Character 3d artist**

Gameloft / (Argentina )  
**Character 3d artist**

Sibilant Ltd. (Moscow)  
**Enverement 3d artist**

Serebrumlab (Freelance)  
**Art Director**

Sperasoft Inc. (st.Petersburg)  
**Character 3d artist**

Akella (Moscow)  
**Enverement 3d artist**

I wish to get into your team and help you in your development. For eleven years of work in the CG, I had a lot of experience and skills. Which you will be useful and interesting. Over the past period of time, I have successfully worked in the large companies at home and abroad.

In Argentina, I worked with a wonderful artist Daniel Bel in gameloft. This man and company gave me an understanding of anatomy and plastics.

In Russia, work on a game project in a team together with Vitaly bulgarov. She gave me technical literacy and A living example of diligent work on the task.

A year ago I returned from Dubai after three years of work in Motion design studio. This period taught me to understand the movie workflow.

Earlier I participated in the work on the project dragon age inquisition. he taught me to work quickly and efficiently. Gave an understanding of the working process of major projects.

At present I am on the position of art director. I create the design and general style of the characters of objects and the frame as a whole on the vr project.

In addition I have the desire to add. The second year I teach design and 3d graphics at the Russian Academy. This is not the biggest reason and takes away a huge amount of energy. But the ability to teach a person or a colleague in my stories are very useful. I know not everyone is ready to spend energy and energy on this. For me it is not very expensive.

In the periods between the projects I spend a microscope studying botany and related disciplines. I try not to study only the artistic field as well as academic literature to mechanics, hailstones building botany biology. it gives me even more tools for original forms of ideas and a justifiable design.