

Aleksey Sheludchenko

3D & Concept Design Artist

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Skills

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- Proficient in all aspects of 3D modelling, UV workflows and PBR texturing.
 - Skilled concept designer with extensive digital sculpting experience.
 - Experienced in Unreal Engine art asset pipeline, Cascade, Blueprints.
 - Experienced in and passionate about game and level design.
 - Capable of rigging, skinning and animation.

Software Knowledge

Primary applications: Extensive knowledge in Maya, Unreal Engine, Photoshop, Zbrush, 3D Coat, Substance Painter, xNormal.

Have experience in: 3ds Max, Unity, Substance Designer, Blender, Modo.

Experience

Stompy Bot Productions / Lead Environment Artist

2016 - Present, Saint John, NB / Working Remotely

Responsible for designing and building modular environments as well as the design of interactive gameplay elements. Managing a team of environment modelers, providing feedback, guidance, and planning high-level asset pipelines.

Freelance 3D and Concept Design Artist

2015 - 2016, Winnipeg, MB

Developed concepts and produced 3d game assets for clients on a freelance basis.

MartianCraft/ Concept and 3D artist.

2013 - 2015, West Virginia / Worked Remotely

Initially responsible for concept and 3D game art production then transitioned into an art direction role. Worked on a variety of tasks ranging from game and interaction design, to storyboarding and character animation.

OPUS VFX / 3D Artist, VFX Artist, Lead Character Artist

2011 - 2013, Winnipeg, MB

- **Lead Character Artist** on Emma's Wings: A Bella Sara Tale (2013).
Responsible for high-poly character sculpts and leading a team of artists through re-topology and character modelling processes.
- **VFX Artist** on Arnold Schwarzenegger feature film The Last Stand (2013).
Undertook several production roles ranging from rotoscoping and particle work to character sculpting and texturing.
- **3D Artist** on several cinematic projects.
Responsible for character and environment models, texturing and animation.

Education

Red River College/ Digital Media Design Diploma

2009 - 2011, WINNIPEG, MB

References

Available upon request