

ELENA GUSAREVICH

Lead Environment Artist

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Georgia, Tbilisi

SUMMARY

With 4 years in 3D modeling, I excel in optimizing visuals and model weights. Experienced in leading and managing modeling teams, I ensure efficient project execution.

EXPERIENCE

Senior Environment Artist/3D Designer04/2024 - Present

NDA, Online PC Game | Cyprus

- Developed location schemes, delegated and supervised task completion, and assisted in reporting.
- Planned and designed detailed location schemes, ensuring that all zones and elements met both gameplay and aesthetic requirements.
- Created game locations, zones, and assets that meet both lore and technical requirements.
- Assisted in the optimization of 3D projects for colleagues by providing consultations on optimization techniques, such as polygon reduction, improving LOD systems, и texture optimization, which enhanced project performance.
- Compiled system and technical documentation for the 3D department to ensure adherence to quality standards.
- Conducted market analysis to identify suitable assets and ready-made solutions, ensuring they meet quality requirements, which helped reduce development time.
- Assisted in the search and selection of talent to expand the team.

Lead Environment Artist (3Ds MAX)02/2024 - 03/2024

NDA, Outsourced | Poland

- Formed and grew a specialized 3D artist department to 10 professionals to meet diverse project requirements.
- Oversaw and executed over 30 distinct 3D projects, culminating in a 40% boost in production efficiency.
- Cultivated team dynamics to bolster client relations and ensure strict adherence to deadlines and quality standards, contributing to a sales increase starting from 10% and securing a proposal for an ongoing partnership.

Design Engineer (Fusion 360, 3Ds MAX)02/2022 - 10/2023

AE | Georgia, Tbilisi

- Contributed to the company's focus on enhancing manufacturing quality by developing key components for industrial 3D printers, including thermoregulation systems, electronics, and body panels in Fusion 360.
- Oversaw and executed more than 20 complex projects, utilizing Fusion 360 for device modeling and technical development, leading to a 50% improvement in production quality metrics.
- Utilized 3Ds MAX (Corona) for the creation of detailed models for the company's marketing materials, significantly raising the standard of promotional renders.
- Directed the finalization and market preparation of the latest 3D printer model, ensuring flawless project execution through meticulous planning and effective team management.
- Spearheaded the revision and enhancement of technical documentation, which automated processes and elevated operational standards, thus playing a key role



SOFTWARE

3Ds MAX • 3D Coat •
Marmoset Toolbag • Photoshop •
Gimp • Unity • Unreal Engine • Miro •
Figma • Blender • Notion

TECHNICAL SKILLS

Hard Surface • Sculpting •
Subdivision • UV Mapping • Baking •
Texturing • Rendering • Retopology •
Simple Character • Basic Animation •
Python Scripting (3D Tools) •
Location Planning & Scheme Drawing

SOFT SKILLS

Pipeline Optimization •
Project Documentation •
Task Management •
Technical Leadership •
Team Leadership • Communication •
Problem-Solving • Time Management •
Strategic Thinking • Adaptability

ACHIEVEMENTS

- Problem-Solving** Developed innovative solutions to software limitations, enhancing team efficiency. Leveraged community expertise to address complex issues and facilitated problem-solving.
- Communicative** Currently managing several VKontakte 3D modeling software chats, including 3D Coat, Blender, 3Ds Max, and Fusion 360, engaging over 1000 members through effective communication and leadership.
- Fast learner** Instructed over 50 individuals in construction technologies and 5 in 3D modeling with 3Ds MAX, 3D Coat, and Fusion 360.
- Understanding of Game Development as a Whole** Involvement in friends' game projects and personal gaming endeavors, coupled with active community engagement, has yielded a deep understanding of the development process.

in increasing revenue by 80% and establishing new benchmarks for international partnerships.

Environment Artist

01/2022 - 03/2022

NDA, Game Development Outsourcing | Japan

- Developed over 30 sets of low-poly clothing and environmental props for three new game locations, significantly enhancing the players' visual experience across different game genres.
- Spearheaded the optimization of 3D assets, achieving outstanding game performance and elevating the quality of the final product.
- Introduced innovative stylized design solutions, creating detailed and visually appealing game assets despite low-poly constraints.

EDUCATION

Third-class artisan blacksmith of hand-forged art

01/2012 - 01/2013

Crafts Academy | Moscow, Russia

Proactive Education in Industry and Technologies through the utilization of educational resources, engagement within professional communities, and hands-on learning from real-world projects.

2019 - 2021

School or University | Moscow, Russia

PASSIONS

✓ **Art and Games** Driven by the innovative spirit of gaming culture, I am committed to crafting atmospheric 3D objects and locations that resonate with players and enhance their immersive experience.