



POLINA SKORNIAKOVA

3DMODEL - DESIGNER

CONTACT INFO

✉ skorny1221@gmail.com

☎ +18733551255

📍 2176 Regency terrace
Ottawa, ON
K2C 1H1

SKILLS

- Concept art □ □ □ □ □
- Environmental Design □ □ □ □ □
- Level Design □ □ □
- 3D Modelling □ □ □ □ □
- UI/UX Design □ □ □ □
- Texturing □ □ □ □ □
- Animation □ □ □
- Cinematics Production □ □ □ □ □

LANGUAGES

English □ □ □ □

Russian □ □ □ □ □

SUMMARY

3D model - designer with 2 year experience in modelling, concept art and UX/UI interface. On the most part in my projects I was working on environmental modeling with great interest in the subject. Creating different types of models for setting up a game world is my passion which I want to turn into my work. My slogan during the process of work is: attention to details and striving for perfection.

EDUCATION

- 2017-2018 -

Linguistic and Intercultural Communications

Higher School of Economics - Moscow, Russia

- 2018-2019 -

Advertising and Public Relations

Higher School of Economics - Moscow, Russia

- 2019-2022 -

Game Development

Algonquin College - Ottawa, ON

EXPERIENCE

Awesome Project

I was working in a team with 4 peers on a open RPG in geometric style using Unreal Engine over the span of 4 months. My goal was to create all environmental models for the open world area. Also, I was working on collectible items and the main character's house.

The Hermit: Nature's Hero

The Final project in my game development course where I was working in a team with 9 students during 1 year using Unity. It was a fantasy role-play game. My goal was to work on the concept art of the environment and buildings for the old town. Relying on created sketches I was modelling and texturing all environmental models and one building in Japanese style.

For more information you can visit our team's website: <https://digitaldonoutgames.wordpress.com>