

# Anastasiia Nikitina

3D Modeller



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[www.nav-nikitina3.com](http://www.nav-nikitina3.com)

## EDUCATION

3D Animation -  
*Advanced Diploma*  
Humber College  
2020 - 2023

## SKILLS

PROFESSIONAL  
Communication  
Leadership  
Detail oriented  
Brainstorming  
Organization

TECHNICAL  
3D Modeling  
Texturing  
Sculpting  
Optimization  
Lighting  
Composition

## SOFTWARE

3Ds Max  
3D Coat  
Zbrush  
Substance Painter  
Unreal Engine  
Photoshop

## PROFILE

Creative and Adaptive 3D Modeler with experience in game production and film animation. Motivated to work hard and be an active and responsible team member. Efficient in 3d modelling, texturing, lighting and digital drawing. A proven ability to contribute great skills in team management, problem-solving and communication among team members. Seek the position as an environment artist, 3d modeller or texture artist.

## EXPERIENCE

### LIGHTING/ 3D ENVIRONMENT ARTIST

*Virtual production | Faculty-directed project, Toronto, ON | Dec. 2022 - Mar. 2023*

- Worked on the environments and lighting for different short films using ICVFX technology and unreal engine.
- Organized a team of environment artists for this project. That included delegating tasks to environment artists, setting deadlines, communicating with artists and giving artistic feedback on the environment.
- As a lighting artist, was responsible for creating a realistic look and conveying the mood of the scene with light, making sure it was optimized for specific virtual production requirements and baking it using GPU light mass.
- Created blocking and a layout for the indoor environment meeting the concept and description from an art director.

### 3D ENVIRONMENT ARTIST

*Game | Faculty-directed project, Toronto, ON | Jan. 2022 - Apr. 2022*

- Worked on the environment and blocking of the level for a game development project in collaboration with art and programming students..
- Created the level design for the environment.
- Carefully listened to the feedback and communicated with the technical artists to optimize the scene for the environment.

