

Ivan Nestorov

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Goal

My goal is to work within a team and learn more about being a professional artist, and also contribute to quality products. As game art is my biggest passion in life.

Education

2013-ongoing Futuregames, Stockholm Sweden (3D-graphics)

2009-2012 Portalens gymnasium, Uddevalla Sweden (3D)

Experience

2014-ongoing Remixgames, Line of Fire (environment artist)

2013-ongoing Nokoriware, We Shall Wake (general 3d artist)

<http://www.nokoriware.com/>

Knowledge

- Good knowledge about topology and 3D.
- Baking and texturing workflow.
- Good knowledge about modular modeling and texturing.
- Good knowledge about tiling textures and models.
- Understanding form and function.
- Understanding of naming conventions.
- Understanding of PBR.
- Foliage creation.

Other skills

- Excellent teamwork skills.
- Good communication skills.
- Good and fast modeling skills, Both sub-d and lowpoly modeling.
- Swift learner.
- Ability to adjust in to different situations and softwares fast.

Softwares

-3Ds Max

-Maya

-Photoshop

-Zbrush

-Mudbox

-Quixel

-Unity

-Topogun

-Marmoset toolbag 2

-Unreal engine 4

-Cryengine

-xNormal