



Resume

Mitenkov Maxim

Illustrator, Concept Artist

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Professional Profile

Over 12 years of professional experience in creating concept art and illustrations. Skilled in developing 3D models using Zbrush and Houdini, as well as creating textures and materials with Substance Painter and Substance Designer. Knowledgeable in the features of the Unreal Engine and experienced in preparing models and materials for Unreal Engine 5.

Skills

Advanced Level:

- Photoshop
- Zbrush
- Houdini
- Substance Painter
- Substance Designer
- Unreal Engine

Work Experience

Senior Concept Artist, Apex Digital VC, Dubai, UAE

May 2022 - Present

- Created concept art and illustrations for the project "Search for Animera"
- Developed environmental concept art for "Search for Animera"
- Designed NFT characters

3D Artist, ICVR, Los Angeles, California

June 2021 - April 2022

- Collaborated with the director to create photorealistic scenes in Unreal Engine 5
- Created locations and shaders in Unreal Engine 5 based on concepts
- Textured assets using Substance Painter
- Optimized scenes in Unreal Engine 5

3D Artist, Lunas pro, Minsk, Belarus

May 2016 - June 2021

- Created locations in Unreal Engine 4
- Prepared high-quality materials in Substance Designer
- Textured assets using Substance Painter
- Prepared shaders

Education

Belarusian State University of Informatics and Radioelectronics

Minsk, Belarus

September 1993 - July 1998

Faculty of Computer Design

Professional Development

- **2024** - ZBrush for Concept and Iteration - CGMA
- **2022** - Fundamentals of Houdini for 3D Artists - CGMA
- **2021** - Advanced Substance for Environment Art - CGMA
- **2020** - Creating PBR Materials - Epic Games
- **2020** - Organic World Building in UE4 - CGMA
- **2019** - VFXlab - Unreal Engine

Portfolio

- [Behance](#)
- [ArtStation](#)
- [LinkedIn](#)

Contact Information

For further information or to discuss potential projects, please contact me using the details provided.