



VALERIIA POPOVA

ENVIRONMENT ARTIST

CONTACTS

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LOS ANGELES, CALIFORNIA

EDUCATION

Oct 2021 - Jun 2024

BFA, DIGITAL PRODUCTION

Gnomon School of Visual Effects,
Games + Animation

GPA 3.87

Sep 2019 - May 2021

BFA, GAME DEVELOPMENT

Academy of Art University

GPA 3.8

Sep 2012 -2016

JOURNALISM

Moscow Finance and Law Academy
(MFUA)

SKILLS

Proficient in 3D modeling/sculpting (Maya, Zbrush)

Experienced in 2D texture map painting (Substance Painter, Substance Designer, Photoshop)

Skilled in material setup/UV layout

Strong traditional fine art skills (illustration, painting)

Comprehensive knowledge of level art workflow, LOD creation

Familiar with video game development pipelines and tools

Excellent communication and interpersonal skills

Effective time management and organizational abilities

Ability to optimize art assets for performance and memory usage

SOFTWARE

Adobe: Photoshop, Substance Package

3D Software: Maya, ZBrush, 3D Coat, 3D Studio Max, Marvelous Designer, Houdini

Engines: Unity, Unreal Engine 4/5, Cry Engine, Azoth Engine

ABOUT ME

3D Artist with 3 years of professional experience in top tech companies focusing on 3d game asset production and optimization for diverse environments. Proficient in organic and hard surface modeling and sculpting, as well as in procedural texture generation. Skilled in industry-standard software packages such as Maya, Zbrush, Adobe, Substance, and Houdini, and worked with different engines including Unreal, Lumberyard and Azoth engines.

Languages

English - Fluent; Russian - Native; German - intermediate

EXPERIENCE

Jun 2022 - Present

Amazon Games | Irvine, CA

ENVIRONMENT ARTIST (INTERNSHIP/CONTRACT/FTE)

Created well-optimized interior and exterior environments

Produced high-quality organic and hard surface models and texture maps in line with concept and reference material (or without it), including interpreting abstract ideas

Created fully functional and integrated assets that can be shared across the project. (environment kit sets, materials, hard surfaces, organic assets, and props from references and concepts)

Closely collaborated with the Art Leadership and other departments to refine the look and ensure visual consistency in line with the art style

Optimized existing game assets (environment, mesh/textures)

Aug 2020 - Feb 2022

Apple | Sunnyvale, CA

3D GENERALIST (CONTRACT)

Cleaned and retopologized 3D objects' mesh (Organic and Hard Surface)

Created high-resolution 3D objects based on provided 3d scans using Maya and Zbrush (Hard Surface)

Created different scenarios (e.g Occlusions, changing lighting conditions, cluttered backgrounds, moving/static camera) using provided equipment

Performed annotation of objects captured in 3D scans of pre-selected objects in a controlled environment by using existing hardware and software solutions

Revised the quality of projects (QC)