

Almashii Danylo

3D artist

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Brno

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<https://demiiian.artstation.com>

Hard surface-focused 3D Generalist with 5+ years of professional experience in game development and real-time environments. Specialized in vehicle, weapon, and sci-fi asset creation, with a strong background in both artistic and technical workflows. Experience includes AAA-adjacent studio work, indie and mobile game development, and CAD-based design. Proven ability to deliver production-ready assets, work closely with programmers, and take full ownership of visual direction across projects.

Experience

2023-11 - Present

3D Generalist

Yoneeka

- CAD design and engineering for transport and defense applications.
- High-detailed hard surface models.
- Environment art, level design

2022-06 - 2023-02

Hard surface artist

Volmi Games Ltd.

- High-detailed vehicle models.
- Environment props and architecture.

2021-06 - 2022-4

3D Generalist

Sooqista studios

- Creation and Integration of stylized environments for mobile games.
- Character sculpting and animation.
- Cooperation with the programming team to create performant procedural generation game environment systems.
- Solely responsible for the visual appearance of multiple Hyper Casual games.

Skills

- Hard surface modeling, cad modeling, sculpting;
- Uv mapping, UDIMS, baking, low poly optimization,
- Custom vertex normal mid poly workflow;
- Pbr texturing, procedural material creation;
- Unity particle systems, Shader/Vfx graph, C# programming.
- Procedural mesh generation.

Software

3D: Blender, Zbrush, Fusion 360, Plasticity.

Texturing: Substance Designer, Substance Painter, Marmoset toolbag
RizomUV, Photoshop, Gimp, Krita.

Other: Unity, Unreal, CryEngine, Marvelous Designer, Terragen, Gaea,
Plant Factory, Houdini, Octane Render.