

3D ARTIST

PORTFOLIO

//BY ALEH KRYVULIA



ALEH KRYVULIA

//BORN IN 13 JUNE 1992 WORK IN DESIGN INDUSTRY
LIKE 3D ARTIST AND DEVELOP 3D VISUALISATIONS
AND 360 TOUR FOR DESIGNERS AND ARCHITECTS

INTERIOR DESIGNER
3D GAME ARTIST

// MY SKILLS

//CAD DEVELOPMENT

.REVIT
.AUTOCAD
.RHINO
.PLASTICITY

//GRAPHIC DESIGN

.ADOBE_ILLUSTRATOR
.ADOBE_INDESIGN
.ADOBE_PHOTOSHOP

//POLY MODELLING & SCULPTING

.3DS MAX
.MAYA
.BLENDER
.ZBRUSH

//SHADING & TEXTURING

.SUBSTANCE PAINTER
.RIZOM UW

//RENDERING & GAME ENGYNES

.CORONA RENDER
.VRAY RENDER
.MARMOSET TOOLBAG
.UNREAL ENGYNE
.UNITY ENGYNE

//RETOPOLOGY

.TOPOGUN
.3D COAT

//RIGGING & SKINNING

.MAYA

//EDUCATION

//2009-2012 MGASK
- TECNICAL BUILDING

//2014-2018 INSTITUTO EUROPEO DI DESIGN
- INTERIOR DESIGN

//2019-2019 RENDERCAMP
- ADVANCED RENDERING COURSE

//2020-2021 DIGITAL BROSS GAME ACADEMY
- 3D ARTIST

//WORK EXPERIENCE

//2012 -2013 WORK IN CONSTRUCTION RM

//2017 START AT WORK LIKE INTERIOR DESIGNER AND 3D ARTIST

// 2018 PLAYMART CO. LIKE 3D PLAYGROUND DESIGNER

//2019 START TO COLLOBORATE WITH DWA DESIGN STUDIO.

DO RELISTIC INTERIOR RENDERING FOR BRAND LIKE:

-ELLE DECOR MAGAZINE ITALIA

-SUNGALSS HUT

-COVIVIO BY WELIO

-RIMOWA

-LA RINASCENTE

-LORO PIANA

-PEDRALI

-GRAN MANIER (GRUPPO CAMPARI)

-COIN

-URQUIOLA STUDIO

-CC TAPIC

//2024

AFTER SCHOOL I WANTED TO STUDY ARCHITECTURE AND BECOME AN ARCHITECT, BUT TO ENTER I HAD TO TAKE EXAMS IN ACADEMIC DRAWING AND TECHNICAL DRAWING. UNFORTUNATELY, THE STUDIES I DID BEFORE DID NOT ALLOW ME TO ACCESS THE COURSE. AND I ENROLLED IN CONSTRUCTION COLLEGE, TO STUDY CIVIL AND INDUSTRIAL CONSTRUCTION.

I STUDYING FOR A RESIDENTIAL AND INDUSTRIAL BUILDING, I LIKED TO SOLVE NOT ONLY THE TECHNICAL PART, BUT ALSO HOW THE SPACES ARE DISTRIBUTED. I WAS TRYING TO IMPROVE STANDARD SOLUTIONS IN MORE COMFORTABLE SPACES.

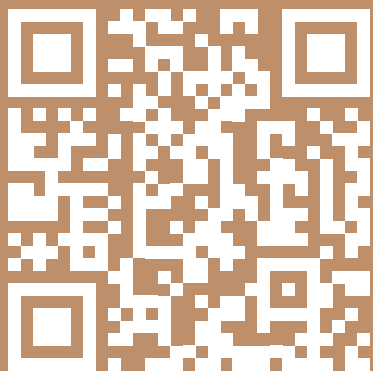
HAVING THE OPPORTUNITY TO STUDY IN ITALY, I MOVED TO STUDY INTERIOR DESIGN. AT THE END OF MY STUDIES I WAS OFFERED TO CREATE A SMALL DEVELOPMENT TEAM TO DEMONSTRATE THE CAPABILITIES OF TECHNOLOGY AND DESIGN TO CREATE INTERACTIVE VIRTUAL INTERIORS WITH COMPLETE IMMERSION. FROM THERE I STARTED EXPERIMENTING WITH VIRTUAL REALITY AND DIFFERENT VIDEO GAME ENGINES.

AFTER MY STUDIES I STARTED WORKING AS A VISUALIZER FOR VARIOUS DESIGN STUDIOS. AND WITH EACH PROJECT I TRIED TO IMPROVE THE QUALITY OF MY WORK. IMPORTANCE OF LIGHT AND MATERIALS. COLOR COMBINATION. IN ADDITION I TOOK A RENDERING COURSE FOR PROFESSIONALS AT RENDERCAMP. WHICH ALLOWED ME TO UNDERSTAND HOW TO MAKE REALISTIC RENDERS WITHOUT USING POST-PRODUCTION.

IN 2020 I ENROLLED IN THE CBGA ACADEMY. TO LEARN ADVANCED MODELING TECHNIQUES AND ADVANCED USE OF PROGRAMS FOR DIGITAL SCULPTING, OPTIMIZATION OF 3D MODELS, I WORK WITH OTHER DEVELOPERS SUCH AS PROGRAMMERS, DESIGNERS, ARTISTS. I LEARNED DIFFERENT DEVELOPMENT PHASES, AND HOW TO ORGANIZE OR OPTIMIZE WORK FLOWS, MORE EFFECTIVE WAYS OF COMMUNICATING BETWEEN DIFFERENT DEPARTMENTS.

CURRENTLY I CONTINUE TO WORK AS AN INTERIOR VISUALIZER. UNTIL NOW I HAVE CREATED RESIDENTIAL PROJECTS, SHOPS, STANDS, OFFICES, HOTELS, SCENOGRAPHY AND EVENTS. I DON'T STOP TO KEEP UP TO DATE WITH NEW TECHNOLOGIES AND TRENDS IN MY SECTOR AND TECHNOLOGY SECTOR. AND I CONTINUE TO TRY NEW BRANCHES OF MY WORK.

SCAN QR CODE



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