

Karyna Trychyk

ENVIRONMENT ARTIST
3D R&D ARTIST



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karynatrychyk

About me

I'm a typical Capricorn. It means I'm responsible, practical and resourceful. I have active mind and strong power of concentration. I like traveling and widening the borders of the familiar world, explore the variety of shapes, colors and human characters. I take keen interest in history and arts, always keep an eye on what's going on in the world and look for ways to learn something new.

Objective

Seeking for creative and challenging job, that will allow to use and develop my professional skills.

Education

Belarusian State University
Bachelor of Arts (B.A.), Design and Visual Communications, General
2003 – 2008

Work Experience

Eligraphics Studio



2008 - 2010

3D Artist

Responsibilities:

- hi\low poly modeling;
- creating hand-painted/photo-sourced textures;
- making LOD's;
- baking light maps;
- assembling levels.

2010 - 2014

Project Manager

Responsibilities:

- monitor the international artist team & take part in the daily graphic production for projects;
- set & maintain the art quality standard produced in the studio for on time delivery;
- coordinate & plan artist resource properly to handle project in optimal way in collaboration with different departments, i.e. animation, vfx, etc.;
- maintain effective communication with supervisors, team artists and other departments within the company;
- establish and carry the project style from the conceptual phase to the finished product.

Wargaming.net



2014 - 2015

Senior Environment Artist

Responsibilities:

- searching reference and determining list of assets for maps;
- hi\low poly modeling;
- creating PBR textures;
- making LOD's and crashes;
- supervising outsource artists for texturing quality;
- RnD tasks.

2015 - present

3D R&D Artist

Responsibilities:

- research and development of visual and functional prototypes in collaboration with technical artists;
- research and development of new pipelines of content production, which allow to improve quality and make workflow more efficient;
- creating sample content for new technologies as reference for visual and technical quality;
- producing specifications for new content creation tools, doing initial testing;
- writing documentation and making tutorials for production teams;
- supervising outsource teams for making sample content.

Languages

Russian	Native
English	Advanced
Polish	Basic
German	Basic

Software

3ds Max	★★★★★
Photoshop	★★★★★
Zbrush	★★★★★
UDK/UE4	★★★★
Substance	★★★★
Mari	★★★
Maya	★★★
Quixel	★★★
Unity3D	★★

Skills

- Sense of form, color, lighting and composition
- Creating concepts and prototypes
- Passion to details
- Strong interpersonal and collaborative skills
- Outsourcing and working distantly
- Managing projects
- Problem solving
- Planning and holding deadlines
- Dedication to providing quality result

Shipped Titles



IL-2 Sturmovik



Wings of Prey (2009)



World of Tanks



Arcania: Gothic 4, 2010



Arcania: Fall of Setarrif, 2011