

IGOR KHABIBOV

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professional summary

Technical aptitude, sharp artistic talent, and productive team collaboration are all essential elements to success in 3D production and game development.

As a highly skilled professional with more than fifteen years of experience developing a wide variety of successful casual games projects, I am positioned to make a significant impact on your team as your Senior 3D Artist.

My background includes solid proficiency in using 3D/2D software to create graphics content for video games — along with my ability to collaborate effectively with team members, peers, and senior management teams.

skills

3D Modeling
Low-poly Modeling
High-poly Modeling
Digital Sculpting
Characters Modeling
Props/Vehicles Modeling
Environments Modeling
UV Mapping
Texturing
Textures baking
PBR Texturing
Rigging
3D Animation
Rendering
Compositing
3D Printing
Team Management
Game Development

work history

Apr 2004 – Jul 2017

Minsk, Belarus

Roles: Art Producer, team leader, pipeline supervisor, mentor, 3D generalist, characters and assets artist, animator

Aliasworlds

<http://www.aliasworlds.com>

Led the team of artists.

Created 3d graphic content including animations, supervising the progress of projects from concepts to postproduction.

Created 3d graphics pipelines for the small team of artists.

Subjects: 3d characters, props, environment creation, digital sculpting, 3d modeling, texturing, animation.
Coordinated with Art producer to finalize art concepts and confirm requirements.
Consistently met deadlines and requirements for all production pipelines.
Trained junior members of art team regarding 3d tools and new techniques.

Games titles worked on:

Kingdom Chronicles 2 (2015)
Solitaire Perfect Match (2014)
Lunch Rush HD (2013)
Kingdom Chronicles (2012)
My Farm Life 2 (2011)
Hobby Farm (2011)
My Farm Life (2011)
Cooking Dash 3: Thrills and Spills (2010), PlayFirst
Ranch Rush 2 (2010), FreshGames
The Fifth Gate (2010), PlayFirst
Gemini Lost (2009), PlayFirst
Cooking Dash: Dinertown Studios (2009), PlayFirst
Ranch Rush (2008), FreshGames
Turbo Fiesta (2008), Oberon Media
Cooking Dash (2008), PlayFirst
Turbo Subs (2008), Oberon Media
The Apprentice: Los Angeles (2007), Legacy Interactive
Snowy: Treasure Hunter 3 (2007)
Turbo Pizza (2007), Oberon Media
Blockbuster (2007)
Snowy: Lunch Rush (2006)
Snowy: Treasure Hunter 2 (2006)
Snowy: Fish Frenzy (2005)
Snowy: Treasure Hunter (2005)
Snowy: Space Trip (2004)

Aug 2003 - Dec 2003

Limassol, Cyprus

3D Artist / 3D generalist

SyberSoft

Created 3d graphic content including animations, supervising the progress of projects from production to postproduction.

Project: Metal Dogs

Subjects: 3d characters, assets, environment creation. Modeling, texturing, animation.

Coordinated with Art producer to finalize designs and confirm requirements.

Consistently met deadlines and requirements for all production pipelines.

Trained junior members of art team regarding 3d tools and techniques.

Jul 1998 - Jul 2003

Minsk, Belarus

3D Artist, animator

Freelance

Created 3d arts and animations for clients around the world.

tools & software

ZBrush | 3ds Max | 3D-Coat | Substance Painter | xNormal | Marmoset Toolbag | Maya | Photoshop | After Effects | V-Ray | mental ray | Quixel Suite | CorelDRAW Graphics Suite | Marvelous Designer | Unreal Engine | Unity | Spine 2D

education

1988

Molodechno, Belarus

High School Diploma:

High school #2

certifications

Character Design for Video Games

California Institute of the Arts (via <https://www.coursera.org/>)

Introduction to Game Development

Michigan State University (via <https://www.coursera.org/>)

hobbies

Video Games

Radio controlled air models

3D printing & 3D printers assembly

Freediving