

# IGOR KHABIBOV

Senior 3D Artist, 3D Generalist

Minsk, Belarus

cell phone: on demand (12pm – 8pm, local time)

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- ◆ Artstation Profile: <https://www.artstation.com/artist/3d-bug/profile>
- ◆ Artstation Portfolio: <https://www.artstation.com/artist/3d-bug/>

## professional summary

Skilled professional with more than fifteen years of experience in area of 3D content creation for successful video games including all stages of 3D Art production.

Background includes solid proficiency in 3D digital sculpting and modeling, UV-mapping, texturing, rendering and animation.

## skills

3D Digital Sculpting

3D Modeling (High/Low-poly)

UV Mapping

Texturing (Baking, Painting, PBR Texturing)

Rigging

3D Animation

Rendering

Compositing

3D Printing

Team Management

Junior team members coaching

Game Development

## work history

Jul 2017 - current

Minsk, Belarus

### **3D Artist, 3D Generalist**

Freelance

Created 3d content for clients around the world.

Apr 2004 – Jul 2017

Minsk, Belarus

### **Roles: 3D Generalist, 3D Artist, Pipeline Supervisor, Art Producer, Team Leader, Animator.**

Aliasworlds Entertainment

<http://www.aliasworlds.com>

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 in area of 3d tools and actual pipeline 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 in area of 3d tools and actual pipeline techniques.

May 2003 - Jul 2003

Minsk, Belarus

**3D Artist / 3D generalist**

Wargaming

High/low poly modeling, texturing, animation, video intro/Trailer for game.

Project: Massive assault. (Contract job)

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

### **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/>)

### **languages**

English, Russian, Belarusian, Ukrainian, Polish

### **hobbies**

3D printing & 3D printers assembly

Video Games

Radio controlled air models

Free diving