



Yehor Kyiashchenko

3D ENVIRONMENT & ASSET ARTIST · GAMEDEV

✉ kiyashenkoegor@gmail.com

🌐 artstation.com/egor_3dartist

📍 @egor_kiu

SOFTWARE

3D AUTHORIZING

Blender

TEXTURING

Substance Painter

Photoshop

ENGINE / RENDER

Unity

Blender Render

PIPELINE

- Low-Poly modelling
- Mid-Poly modelling
- Clean topology & edge flow
- Manual & auto UV unwrap
- Normal / AO baking (Blender)
- PBR texturing
- Polygon budget control
- Unity asset export & setup

LANGUAGES

Ukrainian ●●●●●

Russian ●●●●●

English ●●●○○

📍 Ukraine

ABOUT

3D Environment & Prop Artist specializing in GameDev. Create optimized game environments, architectural scenes, and asset packs for real-time engines. Manage the entire modeling workflow in Blender and ensure a seamless export to Unity. Independently set up and test assets within the engine, guaranteeing full technical readiness out-of-the-box (plug-and-play) for immediate use in development without requiring additional adjustments from the client. Focus heavily on clean topology, strict polycount control (Low-Poly / Mid-Poly), and realistic lighting. Seeking a Junior 3D Artist position in a game studio and fully prepared to complete a test assignment.

PROJECTS & PORTFOLIO

Low-Poly City Asset Pack

UNITY-READY · IN PROGRESS

Environment / Asset Pack · Low-Poly · Blender → Unity

A large-scale modular city pack containing 50+ individual models including buildings, props, roads, and urban details. All assets feature clean, optimised topology and are fully set up in Unity with correct materials and prefabs. The pack is continuously expanded with new modules and refined over time.

Alchemist Room

UNITY-READY

Interior Scene / Props · Stylised Mid-Poly · Blender → Unity

A detailed interior environment set in an antique alchemist's study. Includes handcrafted props — bookshelves, potions, furniture, and atmospheric decorative elements — all textured in Substance Painter with PBR maps and exported to Unity.

Bridge & Lake Landscape

UNITY-READY

Outdoor Environment · Realistic Style · Blender → Unity

An environment piece created in Blender, visualizing a peaceful sunset over a misty lake. The image captures a weathered wooden pier extending into the reflective water, scattered with autumn leaves. A canopy of grand, wide-trunked trees lines the far bank, bathed in intense, volumetric sunbeams that create a dramatic and inviting atmosphere.

EDUCATION & TRAINING

3D Modelling & GameDev Art

Visual-360 Studio

Professional course covering 3D fundamentals, game asset production, and real-time pipeline.

Self-Directed Learning

Ongoing

Continuous skill development through tutorials, industry references, and personal projects with a focus on GameDev-specific pipelines and optimisation techniques.