

Max Emski

3D Artist

Personal Info

Address

Moscow, Russia

E-mail

maxemski@gmail.com

LinkedIn

linkedin.com/in/maxemski

WWW

maxemski.com

Portfolio

Artstation: [artstation.com/maxemski](https://www.artstation.com/maxemski)

Behance: [behance.net/maxemski](https://www.behance.net/maxemski)

Software

Primary Tools:

Autodesk Maya

Fusion360

Substance Painter

Unreal Engine 4

Mol 3D

Secondary Tools:

ZBrush, Substance Designer, Quixel

Mixer, MODO, Cinema 4D, Arnold

Renderer, Keyshot, Unity 3D,

Photoshop, Nuke, Inkscape

Languages

English

 Intermediate

Russian

 Native

3D artist with a strong background in hard surface 3D modeling and 7+ years of experience in the Video-Game and Entertainment Industry committed to providing high-quality 3D assets.

Experience

2018-12 -

3D Artist

present

A variety of clients

- 3D Modeling
- PBR Texturing
- Unreal Engine 4 - 3D Assets Creation
- Unreal Engine 4 - PBR Shader Creation
- Unreal Engine 4 - Photo-Realistic Lighting

2018-05 -

Contract Lead Technical 3D/Lighting Artist

2018-11

Nuare Studio

- 3D Modeling
- Unreal Engine 4 - Real-Time Visualization.
- Unreal Engine 4 - PBR Shading
- Unreal Engine 4 - Photo-Realistic Lighting
- Pipeline work

2017-10 -

Contract Lead 3D/Technical Lighting Artist

2018-04

Nordic Visuals AS

- 3D Modeling
- Unreal Engine 4 - Real-time Rendering
- Unreal Engine 4 - Lighting and PBR Shading

2016-03 -

3D Artist/Lighting Artist

2017-08

Plarium

- 3D Modeling
- Unity3D - Real-time Rendering and Lighting
- Rendering (VRay, Cinema4D)

2012-01 -

2.5D/3D Artist

2016-03

A variety of clients

- 3D Modeling, 2.5D Graphics
- Motion Graphics, Vector Graphics

Education

1996-09 -

Saint Petersburg State Polytechnical University

2002-07

- Master's degree
- Mechanical Engineering

1987-09 -

Art School

1991-07

- Fine Art Diploma
- Fine and Studio Arts

Certificates

CGMA: Texturing and Shading for Games. Credential ID 9496

CGMA: Introduction to Substance for Environment Art. Credential ID 9500

fxphd: 3D Techniques for NUKE Compositors. Credential ID
FU5UBT53BMALCK62

fxphd: Cinema 4D Project Workshop. Credential ID FU5UBT53BMALCK62

fxphd: Intermediate Modeling and Texturing in Modo. Credential ID FU5UBT53BMALCK62

fxphd: Marvelous Motion Graphics with Cinema 4D. Credential ID FU5UBT53BMALCK62

fxphd: Procedural Layer Shader Techniques in Cinema 4D. Credential ID FU5UBT53BMALCK62

Apple Certified Pro Logic Pro 9

Publications

3D Artist Magazine (United Kingdom) - Issue 104

80.lv (Worldwide) - Building Robots With Maya

80.lv (Worldwide) - Creating a Realistic Helicopter Step by Step

InCG Magazine (Taiwan) - Issue 26

Machine Rendering 2: The Book of Iron. Amazon, 2018

Testimonials

Andrius, Art Director/Lead 3D Artist at FOX3D, fox3d.com

"I had an opportunity to work with Max and the collaboration was stellar. Max is a very responsible and accurate artist. He thinks what he is doing and is careful with the process so making checkpoints on critical stages of progress was always there with him. For me, as an art director, this is a very important value of an artist and professionalism in general. Other than that his quality of work proved to be high quality both technically and artistically. Looking forward to working with him in the future again."

Kirill Chepizhko, 3D Producer at Nuare Studio, nuarestudio.com

"I managed Max directly on a VR project at Nuare Studio. He has recommended himself as an extremely disciplined and creative technical artist. His knowledge of scripting and lighting in Unreal Engine as well as skills in Substance Painter were crucial to the vitality of our project. I highly recommend him for any unreal or VR related projects and hope we will get an opportunity to work with him more."

Interests

Video Games, Sci-Fi movies. Science and history, robotics, traveling, hiking, cycling, snowboarding, scuba-diving, and motorcycles.

I'm always seeking to gain more knowledge and experience to widen my skills and be more effective and creative.