

MAX EMSKI

Hard Surface
3D Artist | 3D Concept Designer

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

EDUCATION

Texturing and Shading for Games,
Environment Art and UE4 Modular
Environment
Computer Graphics Master Academy

Motion Graphics, Procedural Layer
Shading, Modeling and Texturing, 3D
Techniques for NUKE Compositors
FXPHD

Mechanical Engineering and
Management
Saint Petersburg State Polytechnical
University, Russia

Fine Art
Art School, Russia

SOFTWARE

FOCUS

Fusion 360, Maya, MOI, Substance
Painter, KeyShot, Arnold Renderer,
Unreal Engine, Photoshop, Inkscape

KNOWLEDGEABLE

Marvelous Designer, ZBrush,
Substance Designer, SideFX Houdini,
NUKE, Unity

LANGUAGE

Russian - Native
English - Intermediate
German - Elementary

WORK EXPERIENCE

DECEMBER 2018 - PRESENT

Freelancer

Hard-Surface 3D Artist | 3D Concept Designer

- Modeled game ready 3D assets for various AAA projects and studios
- Realistic PBR Textures development, optimization, and implementation
- Real-time scene rendered, UE4 Sequencer, Cameras, Post Processing
- Assembled scenes in Unreal Engine
- Visual style establishing
- Prototypes creating for testing in game engine
- Art direction and outsource direction and management

MAY 2018 - NOVEMBER 2018

Nuare Studio | Ontario, Canada

Contract Lead Technical 3D/Lighting Artist UE4

- Realistic PBR Textures and shaders development and implementation
- Rendered VR cinematic video
- Created 3D models for Unreal Engine 4
- Pipeline Development

OCTOBER 2017 - APRIL 2018

Contract Lead 3D/Technical Artist

Nordic Visuals AS | Oslo, Norway

- Real-time rendered in Unreal Engine 4
- Realistic PBR Textures and shaders development and implementation
- Modeled hard-surface 3D assets for various projects
- Art direction and outsource direction and management
- Pipeline Development

MARCH 2016 - AUGUST 2017

3D Artist/VFX Lighting Artist Unity3D

Plarium | Krasnodar, Russia

- Modeled hard-surface 3D assets for Terminator Genisys Project
- Rendered and backed light in Unity3D
- Rendered high-quality images for production

PUBLICATIONS

- "80 LEVEL" - "Creating a Realistic Helicopter Step by Step"
- "80 LEVEL" - "Building Robots With Maya"
- "3D Artist Magazine" - Issue 104, "The Gallery / In-Depth"
- "inCG magazine" - Issue 26, "Showcase"
- "Machine Rendering 2: The Book of Iron" - Amazon