Galina Banikevich

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galinab.com

3D Generalist

Objectives

To obtain a position that would allow me to apply my skills and creativity as an artist, and promote my growth and development in the industry.

Skills

- 3D modelling / rendering
- Sculpting
- Rigging
- Skinning

- Texturing / materials
- Animation
- Visual Effects
- Post production

Software

- 3D Studio Max
- ZBrush
- Substance Painter
- Substance Designer
- Photoshop
- After Effects
- Illustrator

- Topogun
- xNormal
- Crazy Bump
- Unity Engine
- V-Ray Render Engine
- Trapcode Suite

Professional Experience

JVL Labs, Toronto, ON   April 2017 – current

Senior 3D/CG Generalist

- **SCOPE:** Identify, evaluate, and implement innovative graphic tools and technologies. Create both 2D and 3D models, textures, lighting, environment, 2D and 3D animations, and visual effects for casino games and product promotion movies.

- **OBJECTIVE:** With an innovative approach, initiate and create advanced techniques to prove the highest quality of graphical assets, animations, and visual effects for various graphic and video projects of the higher caliber. Initiate and pioneer the use of new technologies and transfer knowledge to artists and game developers within the company.

Funomaly Games, Toronto, ON   April 2015 – April 2017

Game artist / animator

- Project Management
- Characters and props modelling

- Environment modelling
- Game level design / in engine assembly
- Creating textures and materials
- Animation

Freelancer   2012 – current

- Game props modelling / texturing
- Graphic design
- Web design / development

Education

George Brown College, Toronto, ON   Sept 2011 – Aug 2014

Diploma in Business Administration – Finance

Languages

- English
- Russian
- Spanish