NIKITA SINEIKO
3D Environments & Generalist Artist

+44(0)7305806847 | nikita.sineiko@gmail.com | United Kingdom, Poole

"Emotion inspires Creativity"

ABOUT ME

3D Environment & Generalist Artist who's always looking to expand their knowledge and skills to improve their work! Worked on various client projects for 3 years, successfully meeting all deadlines. Very optimistic, passionate, team player, and ready for new challenges!

WHY 3D

Creating 3D Environments is the same as dreaming, you see a world full of wonder, ready to be explored. The only difference is we are the creators, we make those dreamed worlds into reality, whilst inspiring millions to follow, explore and develop their own.

PERSONAL CHARACTERISTICS

- Ready for new challenges / Curious
- Open/Positive-minded and flexible
- Creative / Imaginative
- Logical Thinking
- Teamwork
- Optimism
- Sociable

LANGUAGE

- Russian
- English

SOFTWARE

- Blender
- Unity AR & Unreal Engine 5
- Autodesk Revit
- Quixel Mixer & Bridge
- Adobe Photoshop & Lightroom

FOLLOW ME

Website:
nikitasineiko.winchesterdigital.co.uk

Linkedin:
linkedin.com/in/nikitasineiko

ArtStation:
artstation.com/nikitasineiko

Instagram:
instagram.com/thatwizardneko/

KEYWORDS

- Adobe Photoshop • Animation • Autodesk
- Autodesk • Blender • Environment • ZBrush
- Game Development • Game Design • Lighting
- Unity • Unreal Engine • UV Mapping • PBR
- Video Games • 3D Rendering • 3D Modeling
- 3D Visualization • Texture Painting • Substance

PROFESSIONAL SKILLS

- **Unreal Environments** with knowledge of lighting, map composition, & libraries
- **3D Modelling** various assets within a project, ready to use within a game engine
- **Retopologies** meshes from high-resolution to game ready
- **Animating** mini characters and general objects to make a scene look alive
- **AR/VR** experienced within Unity in developing fun, interactive, and creative work
- **Texturing** objects and environments using Quixel Megascans
- **UV Unwrapping** with edge tagging, advanced active quads, pinning texel density

PROUD PROJECTS

HYBRID WORKING
8 Weeks

IKEA BIOPHILIC DIVIDER
A compactable slide-in room divider that aims to improve the well-being of people working from home, separating work life from home life!

CASE CLOSED
10 Weeks

FIRST PERSON PSYCHOLOGICAL THRILLER GAME
A first person Psychological Thriller Game where the Protaganist has a split personality, being both the Detective & Murderer. You are investigating various superliminal locations, each containing a monster from your past, in hopes of vengeance.

VIRTUAL CITIES
10 Weeks

WINCHESTER ARCHITECTURE
Reproducing historic landmark buildings in 3D & taken into Unreal Engine to create a realistic version of Jane Austen's Winchester (1775 - 1817)!

CHEMCONNECT AR
8 Weeks

AUGMENTED REALITY CARDS
An interactive AR experience that helps kids learn about how various elements react with each other!

EDUCATION

UNIVERSITY OF WINCHESTER

BACHELOR OF SCIENCE (HONS)

Digital Media Development: 3D Environments (game and heritage)

BROCKENHURST COLLEGE

A LEVELS
Graphics Design: A, Photography: A, Media Studies: B

SECONDARY SCHOOL

GCSE - ST EDWARD'S RC & COFE SCHOOL
Computing, Geography & Product Design