

SHARUR T

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[Willing to relocate]
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sharur3d.com

[LinkedIn](#)

[Artstation](#)

[Unreal Engine 4 Marketplace](#)

[Unity Asset Store](#)

Summary

Sharur T is an Environment Artist who has worked for over 6 years as a freelancer in games industry. He has a degree in Computer Games, Design and Development. Capable of carrying out Environment Art production from scratch to final product. CG community member. Sharur's game experience includes Unreal Engine and Unity marketplace content creation, indie games, architectural visualization and jewelry design.

Software knowledge and skills

Autodesk Maya
Autodesk Mudbox
Pixologic Zbrush
3D-Coat
Adobe Photoshop
Quixel Suite
Substance Painter
Substance Designer
V-Ray
Keyshot
Unreal Engine 3
Unreal Engine 4
Unity
World Machine
Knald
xNormal
Marvelous Designer

Houdini FX
Knald

Post-production
Lighting
Low-poly Modeling
High-poly Modeling
Compositing
Shading
Rendering
PBR Texturing
Texturing
Environment Modeling
Prop Modeling
Game Design
Game Development

Work History

Freelance 3D Environment Artist/2D Artist

Pixel Age Studios

02.2017 to Current

- Unreal Engine 3D Environment Art. Developing perfect visual style for the upcoming game "Super Samurai".
- Unity 2D Art. Designing and developing the world of upcoming mobile game "Polliwog".

Freelance 3D Environment Artist

Epic Games

08.2016 to Current

- Creating distinctive and high quality content for Unreal Engine users. All of the content packs were accepted and published by Epic Games on official Marketplace.

This includes Catacombs, Ancient Cemetery Props, Cliff Tower Ruins, Circle of the Sun.

Freelance 3D Environment Artist

Unity

11.2016 to Current

- Creating quality content for Unity asset store users. The content packs were adjusted specially for the engine. Ancient Catacombs were accepted and published on the asset store.

Freelance 3D Artist

Upwork

09.2014 to Current

- Church modeling
- Responsible for creating jewelry in Zbrush for 3d printing.
- Successfully designing and developing terrain for upcoming untitled Unity game. Starting from World Machine creation, manual sculpting and texturing inside the engine.
- Bracelet modeling for 3D printing
- Spacecraft hulls design and modeling
- Unreal Engine 4 texture and material creation for a marketplace content pack.
- Unreal Engine 4 Sci-Fi environment design.
- VR Scene creation
- V-Ray clouds scene design, modeling and rendering for a short movie "Cloud Nine".

Technical Support

Riga International School of Economics and Business Administration RISEBA

01/2009 to 01/2010

- Installation and configuration of software systems.
- Software diagnostics.
- Solving any technical problems that might occur.
- Helping other students with any technical questions, choosing the perfect software to achieve the best result in whatever project they were working on.

Personal information

Sharur enjoys traveling and visiting other countries so he can expand his constantly growing collection of textures, landscapes and architectural references. He also enjoys playing video games, while trying to learn something new.

Languages

English (Proficient user) Latvian (Independent user)

Education

Bachelor of Science: E-Commerce

Riga International School of Economics and Business Administration (RISEBA) - 3 Meža Street, Riga, LV 1048 (Latvia)

Programming (C#), Game Design, Level Design, Unreal Engine, Photoshop, Flash.

Bachelor of Science: Computer Games, Design and Development

The University of Worcester - The University of Worcester, Henwick Grove, Worcester, WR2 6AJ

Additional information

I am available for work on site.

References available on request.