

# Vyacheslav Alpinsky

3D Artist



Date of Birth: 2 June 1987  
Location: Russia, Novosibirsk

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Portfolio: <http://alpinsky.com/>

## Education:

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2004-2009 Novosibirsk state technical university. Engineer in «Computing systems, complexes and networks».

## Skills:

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- Low-poly/High-poly modeling
- Texturing and Normal map baking
- Asset creation for Unity3D, CryEngine & Unreal Engine

## Software:

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Very Good:	3Ds Max Adobe Photoshop Unity
Good:	ZBrush/Mudbox CryEngine3 Unreal Engine 3/4 UV Layout XNormal

## Experience:

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2012-2016 **2Gis**  
Modeling lowpoly buildings for city map.  
Examples: [http://alpinsky.com/?page\\_id=224](http://alpinsky.com/?page_id=224)

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2009-2012 Full-time and freelance work in several design studios.  
Modeling & rendering for advertising and promotion materials. Making models for 3D printing.  
Examples: [http://alpinsky.com/?page\\_id=200](http://alpinsky.com/?page_id=200)

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2009 **Multisoft**  
Freelance work. Creation of several lowpoly buildings for [City Car Driving](#).

## Languages:

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- English (read & write)
- Russian (native)