

# Ilya Nedyal / 3D Artist

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- *LANGUAGES: ENGLISH (FLUENT), HEBREW (FLUENT), RUSSIAN (NATIVE)*

## Summary:

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I am a 3D Artist with nearly 6 years of professional experience, working in the video games industry specializing in environment, weapon and vehicle art.

In the past few years, I have worked for various studios. In this time I have learned a lot and gained lots of experience. Today I feel that I have reached the point for something bigger and better. Where I can move forward and share the experience that I have. I'm sure the skills that I have, can help your company accomplish its goals in any projects and help me grow as an artist at the same time.

I am ready to take on any project and give it my best to achieve the best possible quality within the allotted time given to me.

## Professional Experience:

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### - Crytek GmbH - 2010:

High-poly modeling, low-poly modeling, texturing.

### - Art Bully Productions LLC - 2010:

Low-poly modeling, texturing.

### - Massive Black, Inc. - 2010:

High-poly modeling, low-poly modeling, texturing.

### - TimeGate Studios - 2010:

High-poly modeling, low-poly modeling, texturing.

### - Tokkun Studios - 2009-2010:

High-poly modeling, rendering.

### - BetSoft Gaming - 2009:

High-poly modeling, texturing, UI modeling, lighting, shading, rendering.

### - SimthetiQ - 2009:

Low-poly modeling, texturing.

### - Streamline Studios 2004-2009:

Hard-surface high-poly modeling, low-poly modeling, texturing, technical modeling (LODs, Collisions, Shadow Meshes).

### - Moonbyte Studios - 2004:

Low-poly modeling, texturing.

### - Boanerges Studios - 2006:

High-poly modeling, low-poly modeling, texturing.

## Shipped titles:

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Ghost Recon 2, Crashday, Saints Row, Frontlines Fuel of War, Unreal Tournament 3, Terminator Salvation, Rogue Warrior.

## Skills:

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- High-Poly Hard-Surface modeling
- Low-Poly modeling
- Texturing, UVW's
- Technical Modeling (LODs, Collisions, Shadow Meshes)
- Environment Building and Lighting
- Rendering, Shading

## Software:

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- Autodesk 3D Studio Max
- Pixologic Zbrush
- Adobe Photoshop
- Cry engine 2 Editor