Dmitry W
Senior Unreal Engine 4/5 Engineer

SUMMARY

- 5 years of commercial experience in real-time graphics, primarily on Unreal Engine - Top Unreal Engine Weekly Spotlights (Nature Morte) - Among the TOP 20 Artists in the category of UnrealEngine by artstation.com - Completed the following projects: Animajor 2021 (WePlay Esports), X-Factor Ukraine (STB), Eurovision National Selection (STB), MUZ TV Award 2019 - Upper intermediate English

TECHNICAL SKILLS

Main Technical Skills	Unreal Engine
Databases & Management Systems / ORM	AWS Redshift
Amazon Web Services	AWS Redshift
UI/UX/Wireframing	Adobe After Effects, Adobe Photoshop, Adobe Premiere
Third Party Tools / IDEs / SDK / Services	Autodesk 3DS Max
Other Technical Skills	Blender 3D, Corona Renderer, Keyshot, Marvelous Designer, Megascans, SpeedTree, Substance 3D Designer, V-ray

PORTFOLIO:

Artstation: https://www.artstation.com/wittmannfx

Behance: https://www.behance.net/wittmannfx

Youtube: https://www.youtube.com/watch?v=SoPXRguy2Ao

CAREER:

Lead Unreal Engine Artist, WePlay Esports

2019-2022

Created real-time graphics for AR Broadcasts. Led a team of UE artists. Handled process management.

Lead Motion Designer, STB.UA

2016-2019

Created motion graphics for TV shows. Led team of motion designers. Handled process management.

Motion Designer, 112 UA

2015-2016

Creation of motion graphics for TV News Broadcast

SKILLS:

- Unreal Engine (UE4/UE5)
- Level Design
- Technical Design
- Environment Design
- Illustration
- CG Animation

EDUCATION:

- School of Design (Graphic Design department)
- Learn Squared, Professional Mentorship (Intro to Environment Painting with Maciej Kuciara)
- Daria Zabrocki Mentorship