



Karina Korschunowa

3D Artist · Level Artist · UX/UI Designer

 Minsk. Belarus.

Contact

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 <https://www.artstation.com/chipsik>

Skills

- Blender
- Substance Painter
- Photoshop
- Rizomuv
- Unity
- Speed Tree
- Marmoset toolbag
- Figma

About Me

3D Artist // Level Artist// UX/UI with +4 years

Worked on many projects mainly under HDRP/VR (Unity)

Engaged in:

- Creation terrain, level design and Level art for a open world (Unity HDRP/VR).
- Modeling assets and props for games

My duties also included:

High & Low-poly Modeling / Retopologizing / Optimization/ UV Unwrap /Texturing

Did the same thing:

- Creation GUI in the Unity
- UX/UI

Education

- 2019 - 2021
Web Design And Computer Graphics
Business Institute Belarusian State University
- 2012 - 2018
Language Support Of Intercultural Communication
Minsk State Linguistic University

Experience

- 2018 - 2019
3D Graphic Artist
Side project
Fulfilled orders for third-party projects, made models, assembled locations in the engine, made interfaces for different levels, and also designed website.
Assets for Game (Unity)
- 2019 - 2023
3D Artist / Level Designer/ Level Artist/ Web designer
CETC- China Electronics Technology Group Corporation
-Assets for games (Unity)
-Level Design/Level Art (open world location)
-GUI (Unity)
-UX/UI design (Figma)

Languages

English - Pre- Intermediate

German - B2

Russian - Proficiency