

Evghenii Loctev

Creative Director

Creative director who manages projects collaboratively and in an organized manner. A qualified professional with six years of experience in CG. Good at gathering ideas, leading design teams, keeping to deadlines and fixing issues. Open to new ideas, a self-motivated person who wants to keep learning.

EXPERIENCE

3D Generalist

Freelance

January 2014 - Current

- Developed pipelines to integrate 3d apparel for various marketing purposes and internal needs for Verge Sport, Black Sheep Cycling, 100Incomes, OnlineCyclingGear.
- Simulated different apparel high polys for Ringtail Studio.
- Created various character PBR clothing for Vizor Games
- In collaboration with diamondlobby.com recreated Call of Duty map's covers using Lego emulator.
- Created 3d visualizations and animations for kickstarter projects to show non existing product to potential investors.
- Collaborated with Yellow Images team on a number of high resolution apparel 3d renders.
- Modeled and textured PBR props for Mutant Year Zero: Road to Eden by The Bearded Ladies.

Creative Director

UNIVERSE.XYZ, Metaverse

Jan 2022 - October 2018 - Full-Time, Remote

- Closely collaborated with other team members to generate ideas for a Metaverse brand.
- Managed a 3d team of both freelancers and full-time members.
- Worked closely with co-founders, project manager, developers and marketing team members.
- Created comprehensive guidelines for 3d artists to keep everyone's work in the same style.
- Planned a roadmap for a mobile game pre-metaverse prototype.
- Developed concepts, game plans, environments, balance and style for the mobile game.
- Art directed and led 3d modelers to create 3d background animations based on my concepts.
- Was responsible for hiring freelancers for different development needs.
- Released in collaboration with developers and project manager a mobile game pre-metaverse prototype in Apple Store.
- Revamped work strategies and processes to accomplish studio objectives.

3D Artist / Visualizator

REDART/OXYGEN-AGENCY/BALTIKA

Feb 2014 - Feb 2019 - Full-Time, Remote

- Designed stunning visualizations of 3d beverage products for marketing purposes.
- Created static banners for different promotional needs.
- Closely collaborated with other marketing team members to make sure all design requirements are met.
- Created 3d prototypes of exhibition stands to explain product's benefits to potential investors.

+37379009259

Moldova, Chisinau

Social

arlechiny@gmail.com

www.linkedin.com/in/evgheniiloctev

CG Background

www.evgheniiloctev.art

Industry Knowledge

Team work

Strategic vision

Ability to take responsibility

Effective leader

Ability to solve problems

Agile philosophy

Organization and time management

Ability to handle stress

Creative and critical thinking

Project Management

Ability to make decisions

Tools & Technologies

Blender, 3Ds Max, Marvelous

Designer/Clo3d, Substance Painter,

Zbrush, Adobe Photoshop, Adobe

Illustrator, Marmoset Toolbag, Unreal

Engine

Languages

Russian (native)

English (professional)

Education

Licensee Design Interior

SURM - Moldova

2009 - 2013, Faculty of architecture and urban planning, Interior design specialization.