| Ilya Danilov  3D Artist | **St. Pravdy. d. 10 sq. m.94 Orekhovo-Zuyevo, Russia (+7) (985)6623177**  [**Ilya Danilow @Amhouz (artstation.com)**](https://anchouz.artstation.com/)  **IlyaDanilov13@yandex.ru** |
| --- | --- |
| IlyaDanilov13@yandex.ru WORK EXPERIENCE - 3 years **Freelance**  January 2020-November 2021 Worked as an artist on various projects for foreign clients. Illustrations, concept art, and storyboards. Completed more than 120 orders. The basis of orders at that time were comics and short stories.As a co-author, I helped develop the setting, visual style, and tone of projects. I drew storyboards and made sketches of comic book pages. Developed concepts for key characters, vehicles, and locations.  **Targem Games**  December 2021-February 2022  Worked on the concept art of vehicles and parts for the machine editor in the game Crossout  **White Fish Games**  February 2022-now. Working in the Indie studio White Fish Games as a 3D Generalist. Work in a small team with game designers and programmers on the studio's games. We developed some cool prototypes. Released a small game - Bratan Survivor. My responsibilities include the development of concept art, 3d Models, animations, textures and further assembly of the level in Unity EDUCATIONSmirnov School - CG BasicsDecember 2019 Took a course on basic CG  [Ilya Danilow @Amhouz (artstation.com)](https://anchouz.artstation.com/) - Portfolio Salary expectations - $ 1200 | SKILLS  * Concept art * Modeling. * Sculpting * Illustration * Hand Paint Textures * Working in Unity * Building Levels  LANGUAGES English-B2-Intermediate-Advanced |