

# Juras Rodionovas

## Character Artist

### CV

Stockholm, Sweden

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Linkedin: [www.linkedin.com/in/jurasrodionovas](http://www.linkedin.com/in/jurasrodionovas)



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## Experience

### Junior Character Artist - Avalanche Studios

2019 - present

Worked on Rage 2 Rise Of The Ghosts DLC.  
Currently part of Generation Zero live team as a character artist.



### Character Artist Intern - Avalanche Studios

2018 - 2019

Worked on Rage 2 where my role was being part of the character art team and collaborating closely with design and animation teams. Tasks included character asset creation, face scan cleanup, asset implementation, outsource feedbacking and in-engine character setup, among else.



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## Education

### CGMA - Next Gen Character Creation Mentorship

2019

An 8 week course with Adam Skutt - Senior Character Artist at Epic Games who previously worked on The Order 1886, and Uncharted 4: A Thief's End.



### Futuregames, 3D Graphics, Stockholm

2017 - 2019

Higher vocational school. Courses and lectures held by industry professionals from studios including EA DICE, Starbreeze, Mojang, Hazelight, and others.



### LBS Kreativa Gymnasiet, Game Graphics, Stockholm

2014 - 2017

Upper Secondary School



# Achievements



## TexturingXYZ

Featured on official Texturing XYZ gallery page

2019



## Marmoset - Character Art Tutorials

Wrote an article for Marmoset - [“Painting A Character With Lighting In Toolbag”](#)

2019



## The Rookie Awards 2019

Rookie Of The Year - Game Design & Development

2019

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# Skills

## Main Skills

Digital Sculpting  
Character modelling  
UV Mapping  
Texture Baking  
PBR Texturing  
Skinning  
Real Time Rendering

## General Skills

Anatomy knowledge  
Basic rigging and animation  
Lighting  
Composition and color theory  
Real Time Shader setups  
Traditional drawing  
Digital painting

## Languages

Lithuanian - native  
Swedish - fluent  
English - fluent

## Software Experience

Zbrush  
Apex Engine  
Marvelous Designer  
Maya  
Blender  
Topogun  
Photoshop  
Xnormal  
Substance Painter  
Unreal Engine 4  
Unity  
Marmoset Toolbag  
Perforce  
R3DS Wrap