



# Nikita Suharicevs

3D Artist

📍 Riga, Latvia  
📞 +37126850214  
✉ [nick.sukharichev@gmail.com](mailto:nick.sukharichev@gmail.com)  
🌐 [sukharichev.com/](http://sukharichev.com/)

## Summary

Hi there! I'm a 3d generalist with more than 6 years of experience working in the video games industry. I'm always looking for new opportunities to further my art skills, and to make something awesome!

## Professional Experience

### Senior 3D Generalist

Jan 2016 - Present

[Eleon Game Studios](#)

Working on Emyrion: Galactic Survival, Unity Engine

### Junior 3D Artist

Aug 2015 - Dec 2015

[KEEN SOFTWARE HOUSE](#)

Worked on Space Engineers, custom engine

### Freelance 3D Artist

2014 - Present

SELF-EMPLOYED

Worked on various small projects, ranging from mobile game prototypes to Unreal Marketplace asset packs. Participated in several online competitions, winning third place in Sketchfab's Mozilla VR contest.

## Education

### Bachelor of Arts (BA) - Computer Games Modelling and Animation

2012 - 2016

UNIVERSITY OF DERBY

## Skills

### Hard Surface Modeling



High-poly/low-poly, sub-d and boolean+ZBrush workflows.

### Organic modeling



Vegetation, environment sculpting.

### Texturing



UV unwrapping and texture baking, PBR and stylized texturing, tileable environment texture creation, material/shader creation in Unreal Material Editor and Unity Shader Graph.

### Visual scripting



Gameplay scripting in UE4's Blueprints and Unity's Playmaker/Bolt.

## Software Skills

---

- Unity
- Unreal Engine 4
- Autodesk Maya
- Blender
- ZBrush
- 3D-Coat
- Adobe Photoshop
- Substance Painter
- Substance Designer