

SIMEON STANEV

3D GENERALIST

Education:

Gnomon- School of Visual Effects and Animation
2018-2020

Experience:

“Prosveta” Publishing - 3D Generalist
(2020-2022)

ReFresh esports - Gaming club keeper
(2022-present)

Skills:

- 3D Modelling
- 3D Sculpting
- Texturing
- Environment/Level design
- 3D Character design
- Props
- Animation

Experienced in:

- Maya
- Cinema 4D
- Blender
- ZBrush
- Substance Painter
- Substance Designer
- Unreal Engine
- Adobe Photoshop
- Adobe After Effects
- SpeedTree
- Ember Gen
- DaVinci Resolve




Personal Info

Passionate gamer since a very young age. Picked up 2D stick-figure animation in 1st grade and kept going. When I started playing Skyrim in 2012 I made my first ever 3D model of a weapon to put in as a mod. Terrible model, but that day I decided I'll make games.

Contact Details:

simeonstanevart@gmail.com
artofsimeon.com

 Simeon Stanev

