

GEVORG VARZHAPETYAN

3D Artist & Motion Designer

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PROFESSIONAL SUMMARY

3D Artist and Motion Designer with 4+ years producing game-ready assets, character art, and broadcast-quality motion graphics for games, marketing, VR, and product visualization. Owns the full production pipeline - concept, modeling, sculpting, retopology, UV, texturing, lighting, simulation, and compositing - across Blender, ZBrush, Substance Painter, Adobe After Effects, and Houdini. Delivers clean topology and optimized, real-time-ready assets for Unreal Engine and Unity, applying AI-assisted workflows that cut production turnaround by ~30%.

TECHNICAL SKILLS

3D Modeling & Sculpting: Blender, ZBrush - characters, hard-surface, props, environments; high-poly sculpting, retopology, clean topology

Texturing & Shading: Substance Painter, Krita - PBR materials, UV unwrapping/layout, baking (normal/AO), hand-painted textures, lookdev

Motion Design & VFX: Adobe After Effects, Houdini - motion graphics, 2D/3D animation, simulation & dynamics, compositing, post-production

Game Engines & Real-Time: Unreal Engine (UE5), Unity - asset integration, LODs, lighting, real-time optimization, in-engine implementation

AI-Augmented Production: Kling, Hera, Nano Banana Pro - generative concepting, text-to-3D, workflow acceleration

Pipeline & Delivery: Game-ready/low-poly optimization, polygon & texture budgets, render-ready assets, version control

PROFESSIONAL EXPERIENCE

Motion Designer

NRGaming - Yerevan, Armenia | Feb 2025 - Present

- Own the end-to-end motion design pipeline - storyboarding, 3D scene creation, animation, compositing, and final render delivery in Adobe After Effects - for gaming marketing content.
- Produce 3D scenes and character animations in Blender, integrating game-ready assets into motion-graphics workflows.
- Execute Houdini simulations and VFX and refine assets in ZBrush and Krita; apply AI tools (Kling, Hera, Nano Banana Pro) to cut turnaround time by ~30%.

3D / Character / Prop Artist

Game Development Academy - Yerevan | Jan 2022 - Jan 2025

- Modeled and textured original characters, props, and environment assets for multiple game projects across stylized and realistic art directions.
- Built game-ready assets to technical constraints - polygon budgets, texture atlases, and LODs - collaborating with designers and programmers for real-time engines.
- Delivered a versatile asset library spanning character art, hard-surface props, and organic sculpts, strengthening the studio's visual identity across titles.

Freelance 3D Artist

Upwork & Fiverr | Jan 2021 - Jan 2024

- Delivered production-ready 3D models in Blender and ZBrush for indie game studios, product-visualization firms, and architectural studios.
- Translated creative briefs into polished assets on tight deadlines, sustaining repeat business through reliable delivery and communication.
- Managed the full freelance lifecycle - scoping, quoting, revisions, and delivery.

EDUCATION

M.A. - Movie & Animation

Russian-Armenian University, Yerevan | Graduated July 2025

Full university scholarship recipient

LANGUAGES

Russian - Native | Armenian - Native | English - Upper-Intermediate (B2)

INTERESTS

Greek mythology & storytelling, game narrative & screenwriting, cinema, video games