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## CONTACT

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**Instagram:** <https://www.instagram.com/filipvfolio/>

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## PORTFOLIO

<https://www.artstation.com/fvportfolio>

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## EDUCATION

INFORMATION TECHNOLOGY - 2016 - 2017

- Post-secondary education

COMPUTER SCIENCE - 2009 - 2013

- High school education

## ACHIEVEMENTS

80.lv TALENT PROFILE – AUGUST 2021

- <https://80.lv/talent/p/user-341d612f>

ARTGARE CONTEST WINNER, 3D MODELING - JULY 2021

- [https://fvportfolio.com/wp-content/downloads/Vogles\\_Filip\\_ArtGare\\_Awards.pdf](https://fvportfolio.com/wp-content/downloads/Vogles_Filip_ArtGare_Awards.pdf)

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## EXPERIENCE

3D ARTIST - ART BULLY PRODUCTIONS LLC – MARCH 2022 - PRESENT

- Work on 3D assets of AAA quality.

3D DESIGNER - GREENBERG DIRECT INC - JUNE 2022 - PRESENT

- Design and processing of 3D scenes.

UNREAL ENGINE SPECIALIST - STYPE CS d.o.o. - JUNE 2021 - AUGUST 2021

- 3D modeling, PBR texturing and material implementation, VFX and simple parametric animations.

3D ARTIST FOR A UNNANOUNCED GAME - DRIED OUT STUDIO - SEPTEMBER 2019 - DECEMBER 2019

- Environment and prop art related tasks.

RENDERER / VISUALIZATION ARTIST - STUDIO 90 PLUS j.d.o.o. - FEBRUARY 2018 - JUNE 2018

- Architectural visualizations, Unreal Engine integration of VR elements

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## TECHNICAL SKILLS

Autodesk 3ds Max, Autodesk AutoCAD, Autodesk Mudbox, Autodesk Revit, Adobe Photoshop, Adobe Premiere, Blender, Chaos Group V-ray, CrazyBump, KeyShot, Marmoset Toolbag, Substance 3D Sampler, Substance 3D Painter, SpeedTree, Unity, Unreal Engine