

## **PROFILE**

Highly skilled 3D Modeler & Environment Artist combining formal classical art, programming, and 3D modeling education in one person, looking for an intermediate job opportunity to develop skills and create unique captivating visual experiences with thorough attention to detail. Consistently working on new technical skills to improve artistic abilities. Canadian Citizen, full-stack studio at home.

### **EDUCATIONAL EXPERIENCE**

## 3D Modeling for Animations & Games Diploma

LaSalle College Vancouver, Canada

Jan 2022 - Dec 2023

- Developed expertise in Maya, ZBrush, Substance, Nuke along with Tractor and Perforce.
- Handcrafted detailed 3D models and eye-catching environments.
- Grown a strong understanding of texture and material creation.
- Proven to efficiently work independently while meeting deadlines.
- Received positive recognition from instructors for the quality of delivered product.
- Collaborated in development of Steam released game "Symphony of Souls": https://panpare.art/sos

## Visual and Game Programming Diploma

LaSalle College Vancouver, Canada

Jul 2020 - Dec 2021

- Gained technical understanding of creating products from development perspective.
- Developed multiple production-ready applications as part of the course and for personal use.
- Built an endless runner game to enhance my artistic and programming skills.
- Created various levels of Python-based automation for Maya.

## Graphical Design Diploma

Art school "Galateya", Russia

Oct 2016 - June 2019

- Foundation of my experience classical and traditional art.
- Became an expert in various modern and classical design principles and composition.
- Developed a strong grasp of colour theory, typography, and visual storytelling though years of work on projects.
- Explored diverse design mediums, both digital and physical.

## CONTACT

#### **Email**

vva@panpare.art

## Instagram

@panpare.art

#### LinkedIn

<u>linkedin.com/in/varvaravologdina</u>

## LANGUAGES

English, Russian, Korean

## SOFTWARE

Maya, ZBrush Substance, Nuke Unity, Unreal Engine Perforce, Tractor, Deadline Photoshop, Lightroom Procreate, Illustrator



### WORK EXPERIENCE

## **Accuplacer Exam Proctor**

LaSalle College Vancouver, Canada

Aug 2023 - Sep 2023

- Completed the necessary training and certification to become an accredited Accuplacer proctor.
- Successfully provided proctoring and administration of an Accuplacer exam to prospective LaSalle College Vancouver students.
- Collaborated with Admissions department regarding test status and results and maintained test security.

# Library Front Desk Representative

LaSalle College Vancouver, Canada

Jan 2023 - Sep 2023

- Provided customer service to library patrons and other endclients by assisting them with their inquiries and facilitating sign in and out operations.
- Developed strong knowledge of library resources and services, assisted endclients with book choice and educational recommendations.
- Collaborated with library staff and IT department to assist customers with simple technical issues.

## **Equipment Room Attendant**

LaSalle College Vancouver, Canada

Jun 2022 - Jul 2023

- Efficiently managed day-to-day equipment room tasks, signing in and out a wide range of media equipment while ensuring documentation and enforcing usage policies.
- Offered exceptional customer service by being open with the endclients, providing small training and recommendations.
- Demonstrated organizational skills by maintaining Equipment Room and equipment in a clean and orderly way.
- Worked directly with the endclients (staff, students and external vendors) to make sure their experience matches their expectations.

## REFERENCES

I will be happy to provide references from colleagues, direct supervisors, and other collaborators upon request.

Passed criminal check and have no restrictions to work with minors or vulnerable population.

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