Sergei Galimulin

Senior 3D Character Artist

11+ years of experience in realistic, semi-realistic, and stylized character pipelines

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Nonepublic portfolio link: Portfolio

Tbilisi, Georgia / Remote

Professional Summary

Senior 3D Character Artist with 11 years of hands-on experience creating high-quality realistic and semi-realistic characters for games (AAA/AA), film, and VR/AR projects.
Specialized in full-cycle character production: sculpt → retopology → UV → texturing (PBR + hand-painted) → grooming → cloth → basic/advanced rigging → final presentation (Unreal Engine / Arnold / Marmoset).
Proven experience in mid-to-large teams (10–40+ people), strong understanding of production timelines and real-time optimization.

Key Skills

- High-Poly / Low-Poly Character Modeling
- Digital Sculpting & Clean Retopology
- FACS-Based Facial & Body Blendshape Creation and Setup
- Professional Facial Deformation Systems, Blendshape Authoring & Corrective Shapes
- Professional UV Unwrapping (RizomUV)
- Texturing: PBR workflows, Stylized, Hand-painted (Substance 3D Painter + Mari + Photoshop)
- Hair & Groom systems (XGen, Yeti)
- Cloth simulation & authoring (Marvelous Designer)
- Rigging & Skinning (basic to advanced)
- Lighting, posing & final presentation (Unreal / Arnold / Marmoset)
- Character Integration & Technical Setup in Unreal Engine and Unity — skeletal meshes, materials, shaders, textures, LODs, skinning, blendshapes, facial deformation systems, animation-ready setup & real-time optimization

Software Stack

ZBrush • Maya • Blender • Substance 3D Painter • Mari • Marvelous Designer • RizomUV • Marmoset Toolbag • Unreal Engine 5 • Photoshop • XGen • Arnold • Topogun • Version Control: Perforce

Confidently proficient with:

Professional Experience

Senior 3D Character Artist
[RocketBrush Studio] — [Remote]
https://rocketbrush.com
[05.2025] – [Present]

- Owned the end-to-end character production pipeline, from concept review and production briefs to final character implementation in Unreal Engine and Unity.
- Worked across a wide range of character styles and asset types, including realistic, semi-realistic and stylized characters, as well as creatures and non-human characters.
- Participated in character concept reviews and production briefs, assessing visual direction, technical feasibility and asset requirements before production and helping translate 2D concepts into production-ready 3D characters.
- Contributed to the development of modular character systems, working with interchangeable character components and considering scalability, consistency and technical requirements across modular asset sets.
- Created production-ready characters through the complete high-poly → low-poly → UV → texturing → grooming/cloth → rigging → engine integration pipeline.
- Delivered detailed high-poly sculpts and optimized real-time meshes with clean topology, efficient UV layouts and production-ready deformation.
- Created PBR materials and character textures across different visual styles, adapting workflows to project-specific artistic and technical requirements.
- Created and integrated hair, grooming and clothing, balancing visual fidelity with deformation and real-time performance requirements.
- Performed rigging, skinning and deformation setup, including skeleton preparation, weight refinement and animation-readiness validation.
- Integrated finished characters into Unreal Engine and Unity, configuring meshes, materials, skeletons and skinning and validating assets in real-time environments.
- Successfully integrated AI-assisted tools into the production pipeline, using AI to generate and develop 3D character segments and supporting assets, accelerating exploration and iteration while maintaining artistic direction and production requirements.
- Collaborated directly with concept artists, art leads, technical artists and animators, resolving artistic and technical issues throughout production and maintaining quality across the full character pipeline.
- Performed final quality control, optimization and technical troubleshooting before asset delivery, addressing topology, deformation, materials, rigging and engine integration issues.

Senior 3D Character Artist / Character Art Lead

[EAM / Reliquary Project]NDA — Remote

https://reliquaryproject.com

https://eam.us

[09. 2019] – [05.2025]

Team Leadership & Production

- Led and coordinated a team of 4–8 artists, managing task assignments, workload distribution, delivery schedules, and production priorities.
- Conducted artistic and technical reviews, maintained quality standards, mentored artists, and supported recruitment through portfolio assessments and technical interviews.
- Estimated production effort, identified technical risks, and coordinated with clients, Art Directors, and technical specialists to align artistic goals with production requirements.

Character Art & Grooming Pipeline

- Designed and implemented a highly modular character creation system supporting extensive real-time customization, including:
    - Male and female base body meshes, each driven by 42 morph targets for body shape variation.
    - 30 facial morph targets per gender for detailed facial customization.
    - 15 unique hairstyles per gender, created using Maya XGen and optimized for real-time rendering.
    - Approximately 50 modular clothing assets with multiple material and fit variations.
- Owned the end-to-end character production pipeline: high-poly sculpting in ZBrush, retopology and UV mapping, PBR texturing in Substance 3D Painter and Mari, grooming in XGen, cloth creation in Marvelous Designer, and rigging and skinning in Maya.
- Optimized character assets for Unreal Engine 5, including LODs, material slot overrides, skin transfer, and mesh budgets ranging from 10K to 80K polygons.

Technical Art & Character Customization

- Collaborated with a Technical Artist to develop a real-time makeup and facial attribute customization system using custom ID masks, enabling detailed personalization while minimizing performance and memory overhead.
- Co-designed a modular clothing material customization system using custom ID masks, a centralized PBR material library, and trim assets, expanding visual variety while maintaining an optimized texture budget and streamlining asset production.

Rigging & Animation Integration

- Implemented character rigging based on the MetaHuman skeletal structure and DNA system, maintaining compatibility with the MetaHuman DNA pipeline and preserving key capabilities, including facial rigs, corrective blendshapes, and LOD workflows.
- Developed a unified Maya control rig for character animation, supporting both motion-capture retargeting and keyframe animation workflows.
- Built an advanced weapon control rig using space-switching methods and the Maya SmartLayer plugin, enabling flexible space switching, predictable parenting and snapping behavior, and reduced manual animation cleanup.

3D Character Artist

[PolygonMaker] — [Remote]

https://www.polygonmaker.com

[02.2017] – [09.2019]

- Created 20+ characters across varying detail levels (humans, humanoids, hard-surface robots)
- Developed complex multi-layered materials (skin, metal, fabric, wet surfaces)
- Built and maintained grooming for long hair and fur (hair cards)
- Handled basic rigging
- Worked closely with animators to ensure correct skin weights and deformation for animations

3D Character Artist/Rigger/Animator

[ComedyClub Production] — [Remote]

https://comedyclub.ru

https://www.youtube.com/watch?v=fYe2_LCEtg8

https://www.youtube.com/watch?v=SePBKqsg6xI

[10.2015] – [01.2017]

- Created 9 stylized cartoon-style characters
- Hand-painted textures for characters and environments
- Performed basic rigging
- Built control rigs for characters
- Created gameplay controller animations and cutscenes

Additional Information

- English: B1 (technical + production communication)
- Extensive remote work experience in international teams
- Available for test assignments and fast onboarding