Eleonora Kondrateva

ENVIRONMENT ARTIST | UNREAL ENGINE 5

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PROFESSIONAL SUMMARY

Environment Artist (BA 3D Animation, SAE, 2026) building **environments in Unreal Engine 5**: procedural terrain with **Megascans materials blended in**, full-scene **Lumen lighting**, **Nanite** on imported meshes, Blueprints and in-engine animation. Creates game-ready assets end to end (high-poly, retopology, UVs, high-to-low baking, **PBR texturing in Substance Painter**) in 3ds Max, Blender and ZBrush. **Led a team of 4 modelers** on an unannounced game, delivering around 50 game-ready assets. A graphic design background brings a trained eye for composition and color.

CORE COMPETENCIES

Unreal Engine 5 | Nanite & Lumen | Procedural Terrain | Megascans / Quixel | PBR Materials | Game-Ready Assets | High-to-Low Baking | Team Collaboration

WORK EXPERIENCE

Universal Phoenix Group — Nov 2025 - Jan 2026

3D Environment Artist (Internship)

Remote (USA, GA)

- Modeled and textured **around 50 game-ready environment assets** and props for an unannounced game (title withheld under NDA), in 3ds Max and Substance Painter
- Owned the full pipeline for each asset: high-poly modeling, retopology, UV unwrapping, high-to-low baking and PBR texturing
- **Led a team of 4 modelers**, breaking the work into pipeline stages (modeling, texturing and so on) and delegating each stage

KeyConcept — Jan 2024 - Sep 2024

3D Graphic Designer (Internship)

Dubai, UAE

- Led 3D modeling and graphic design for an architectural development firm, working in SketchUp, 3ds Max and Adobe Creative Suite (Photoshop, Illustrator, InDesign, After Effects)
- Modeled 3D environments and handled render post-production for the **BLVD Business Park** project (KSA), delivering final-render assets and navigation models
- Developed the design concept for HAY Real Estate Agency (KSA)

EDUCATION

Bachelor of 3D Animation SAE University (Australia), Dubai campus — Sep 2023 - Jun 2026

Dubai, UAE

GPA 3.52/4

Diploma in Graphic Design N.N. Godovikova College — Sep 2019 - Jun 2023

Moscow, Russia

GPA 4.0/4 | Post-secondary vocational education

SKILLS

Real-time & Visualization: Unreal Engine 5 (procedural environments and terrain, Blueprints, materials and textures, Lumen lighting, Nanite, Megascans / Quixel, in-engine animation), Twinmotion

3D & Texturing: 3ds Max, Blender, ZBrush, Substance Painter, Chaos V-Ray, MotionBuilder, SketchUp

2D & Design: Adobe Photoshop, Illustrator, InDesign, After Effects, Figma

Languages: English (professional, spoken and written), Russian (native)