



## ABOUT ME

I love creating various worlds and characters. I'm still learning but my dream is to join high-quality productions like Pokémon, Ace Attorney or Genshin Impact. I'm determined to work hard and participate in incredible gaming experience creations, and I want to evolve in skilled and caring teams.

## SKILLS

**3D** props/characters modeling & texturing - **3D** animation

**2D** assets production - digital & traditional drawing - **2D** animation - concept art - pixel art - FX - UI

Adobe Suite - 3dsMax - CSP - Unity - Zbrush - Unreal - Substance Painter

## LANGUAGE

**French** - Native

**English** - Fluent

**Chinese** - Conversational

**Japanese** - Beginner

## INTERESTS

**Video Games** - RPG games in particular help me escape and boost my creativity, especially for drawing.

**Drawing** - Developing various new ideas, using concentration, precision... that's also exactly how I work in team projects!

**Music** - I'm part of several singing and dancing cover groups, it's very fulfilling! Learning to communicate, support and trust each member is essential to carry out a project, whether it's a music project or a video game one.

# TAMARA DIMOVSKI

GAME ARTIST 2D/3D

LOOKING FOR A 5 TO 6 MONTHS INTERNSHIP FROM JANUARY 2022



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## EXPERIENCE

**2021 - 3 months (GAME ARTIST 2D/3D)**

**UNITY PROJECT - STICK IT**

3D assets/props modeling & texturing - 2D environment art - character design - concept art - environment art - UX/UI - marketing assets - moodboards

**2021 - 1 month (GAME ARTIST 2D)**

**UNITY MOBILE PROJECT - TOPPY'S MANSION**

pixel art assets production - concept art - moodboard production - UX/UI - marketing assets

**2021 - 2 weeks (GAME ARTIST 3D)**

**UNREAL PROJECT - CATCHY ECHO**

3D props and characters modeling & texturing on 3dsMax - concept art - UX/UI

**FROM 2020 (GAME ARTIST)**

**6 GAME JAMS**

2D/3D assets production - ability to work in teams quickly and efficiently



## EDUCATION

**2020 - 2022**

**IIM DIGITAL SCHOOL**

Video games bachelor - Game Art : 3D modeling, 3D & 2D animation, concept art, environment art, Zbrush...

**2019 - 2020**

**INALCO**

Study of the Chinese language, China's literature and its ancient civilization.