



Mike Voropaev

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Publications

2018 — ELLO x DRIBBBLE

"Make Good" magazine, page 83
Boulder, Colorado, USA

2019 — PAPER CUT

"Welcome to Surveillance" magazine,
pages 48-51

2019 — SUBSTANCE MAGAZINE

Product Design, Mike Voropaev
Interview

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Exhibitions

Sep 11th – Oct 11th 2018

The Directed Art Modern —
"Pop! Goes Identity!" exhibition

Miami, USA

A group showing of Pop Art exploring
identity through modern day
obsessions, dilemmas, consumerism,
and life in General

Awards and recognition

2019 —
IDA (International Design Awards)

Silver in Multimedia-Animation

More than 30 features on Behance

In Interaction, Graphic Design,
Motion Design, Fashion, Product and
other categories

Social media features

Numerous artworks featured across
Adobe, Substance3D, Autodesk and
other industry leaders social networks

LinkedIn recommendations

You can read several recommendations
on LinkedIn from my clients and people
who worked with me

3D Artist

About

Hi, I'm Mike Voropaev, a freelance Senior 3D Artist, working worldwide with award winning startups and well known established brands. On a daily basis, I'm finding effective future-proof solutions to produce high quality content, that helps to communicate with audience and spread the message. Being well aware about new trends and technologies, I'm aspiring to put my own creative vision and uniqueness in my work.

Feel free to contact with me and let's see, what we can create together!

Education

2010-2015

Software Engineer

Vyatka State University

Specialist (Hons), Diploma of Engineer

More about my degree:

wikipedia.org/wiki/Specialist_degree

GPA: 4.9 out of 5

Work Experience

2014 — Present

Freelance 3D artist, Illustrator, Motion Designer

Some of my clients:

IMMERTEC, Harrods, Nous Paris, OBI, Hadoro Paris, Bayer, Meliá Hotels, Ajman Bank [...]

2018 — Present

METAPOLARISM, Project Owner, part-time

METAPOLARISM is an award winning art experiment that offers you to look at familiar things from a different angle. Decomposed objects are fused into a new harmonious and meaningful whole, inviting the viewer to find their own interpretation of the obtained forms or not to search for it at all.

2016 — 2018

RenderThat, Hamburg, Lead Designer

Responsible for: workflow optimization and development, 3D modeling and rendering, VR/AR development, animation.

Skills

- 3D modeling, rendering, rigging and animation
- Texture and material authoring
- Look development and Compositing
- 3D printing and 3D printer hardware maintenance and modifications
- Graphic Design, User Interface Design, Illustration
- Motion Design and Video Editing
- Photography and retouching
- Sound Editing
- Entry-level to experienced software engineering with a background in software engineering, hardware engineering, data analytics, project management
- Coding and scripting (JavaScript, Python, C#, MAXSCRIPT)
- Front-end development (HTML, JS, SCSS), Database (mySQL), Version control (GIT)
- Familiar with game engine integrations, AR and VR development
- Strong decision-making and workflow optimization abilities, well-developed soft skills

Tools

CGI industry requires to use a lot of software, ranging from giant tools with large ecosystem to small or even self-developed utilities. Here I mention only a few tools that I use very often:

Adobe products: Photoshop, After Effects, Premiere, Illustrator, InDesign, Audition etc.

Substance Designer, Substance Painter, 3ds Max, Rhinoceros, Marvelous Designer, Marmoset Toolbag, ZBrush, Slic3r, Corona Renderer, FStorm, V-Ray, Nvidia Iray, Octane, Houdini (entry-level), RealFlow [...]