CV / Resume

Vladimir Sitnik

3D Generalist | Senior Realtime 3D Artist | Unreal 3D Artist |
Cinematic & Lighting Artist | Senior 3D Artist |
CGI Automotive | Animations & cinematics.

Seasoned 3D generalist and senior real-time environment artist with over 15 years
of experience across industries such as automotive visualization, VR, gaming, and broadcast media.
In recent years, I've specialized in automotive visualization,, photoreal rendering and real-time techniques.

WORK EXPERIENCE

2021-2025 Senior Visualization Artist CGI – Geely Design Global – Sweeden, Goteborg
2020-2020 Senior Visualization Artist CGI – AVATR Global Design Center – Munich, Germany
2019-2020 Senior Visualization 3D Artist – Changan NIO – Munich, Germany
2017-2019 Senior Visualization 3D Artist – VOLSWAGEN AG CGIDEA GmbH – Wolfsburg, Germany
2016-2017 Freelance Realtime 3D Environment Artist – YiLi Animation Studio – Shenzhen, China
2015-2016 Freelance Realtime 3D Environment Artist – Studio Transcendent – Los Angeles, USA
2013-2015 3D Environment Artist – "Gameloft" Mobile game developer – Budapest, Hungary
2010-2012 3D Artist Prop Artist Freelancer – Various game dev studious – Bucharest, Romania
2007-2009 3D Artist / Motion Designer – "Muz-TV" music TV channel – Chisinau Moldova

TOOLS / SOFTWARE/SKILLS

Modeling & Texturing: Autodesk 3ds Max, ZBrush, Substance Painter, Substance Designer
Rendering: V-Ray, Redshift, Fstorm.
Game Engines: Unreal Engine
Compositing & Editing: Adobe Photoshop, Premiere, Foundry Nuke, Foundry Mari
Cloth Simulation: Marvelous Designer

CONTACTS

VISUAL DECISIONS S.R.L.
Romania, City: Bucharest, Bd. Unirii, nr 61,F3, 208.
Post Code/Plase: 030828
Phone +40793910958
www.sitnik.io