

MITROSHYCHEVA MARHARYTA

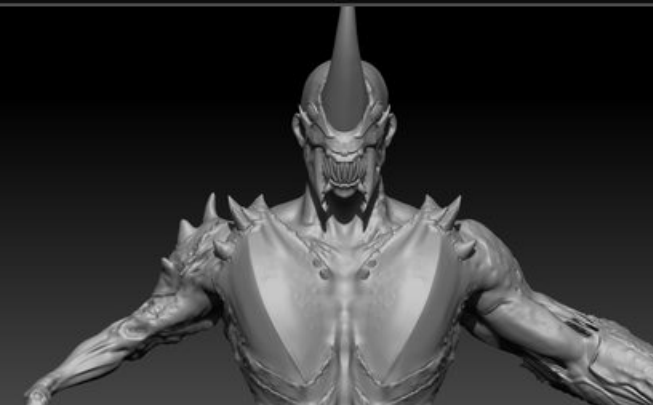
(LUD)

3D CHARACTER ARTIST
CHARACTER SCULPTOR

SELECTED CHARACTER & PRODUCTION WORK

2022 - 2026

Creature sculpting, anatomy, high-poly
production and full game-ready character
pipelines.



ASTRO DEPLITION - CHARACTER SCULPT 01

ORGANIC HUMANOID MUTATION / PRODUCTION SCULPT



High-poly character sculpt developed for production as part of a full game-ready pipeline. Focused on anatomy, asymmetrical mutation, costume integration and readable facial forms.

ROLE

3D Character Artist / Sculptor

PROJECT

Astro Deplition

PIPELINE

Production / Full game-ready pipeline

ASTRO DEPLITION - CHARACTER SCULPT 02

BIO-ORGANIC CREATURE / ANATOMICAL STRUCTURE



Production creature sculpt focused on exposed anatomy, silhouette, layered organic structures and forms designed to remain readable through later retopology and texturing stages.

ROLE

3D Character Artist / Sculptor

PROJECT

Astro Deplition

PIPELINE

Production / Full game-ready pipeline

ASTRO DEPLITION - CHARACTER SCULPT 03

ARMORED CREATURE / HORNED SILHOUETTE



High-poly creature sculpt developed for the Astro Deplition production pipeline, with emphasis on armored shapes, aggressive silhouette, anatomy and surface detailing.

ROLE

3D Character Artist / Sculptor

PROJECT

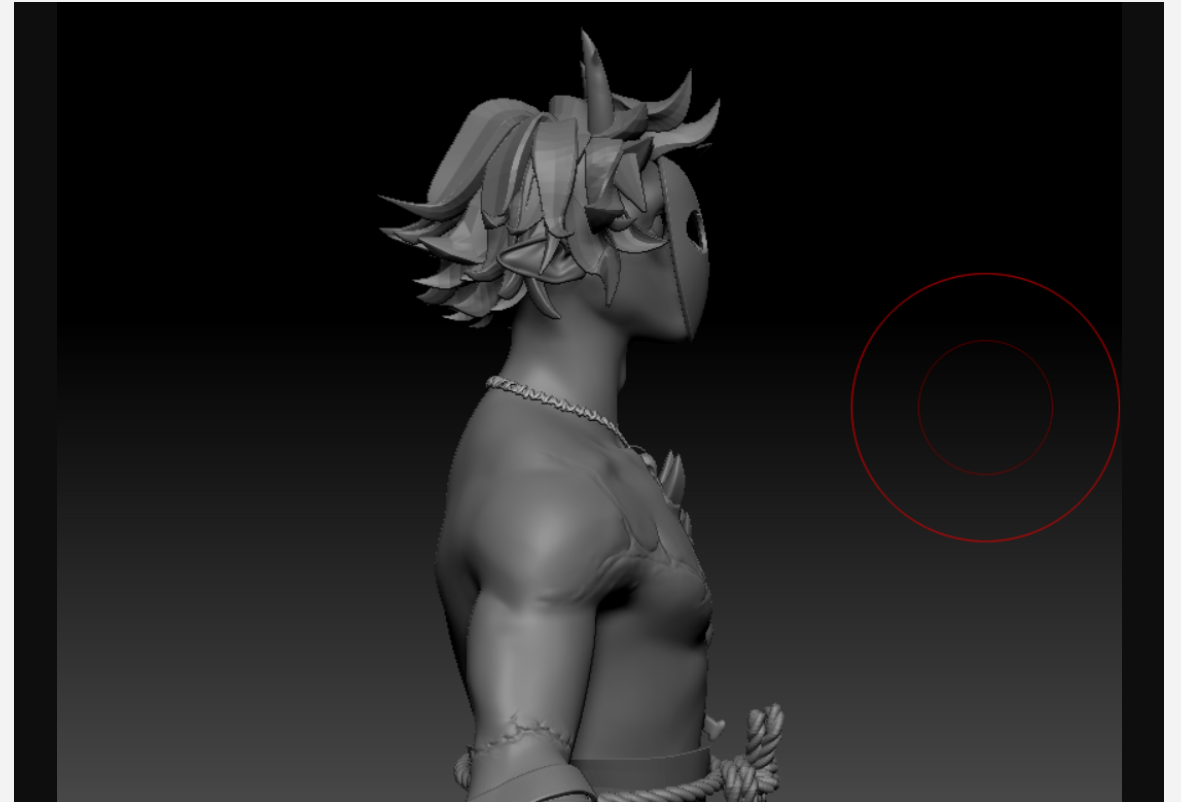
Astro Deplition

PIPELINE

Production / Full game-ready pipeline

FANTASY DEMON CHARACTER SCULPT

COMMERCIAL / SCULPT FOR 3D PRINTING



ROLE

Commercial ZBrush sculpt created for a 3D printing project. The presented images document the sculpting stage, with focus on stylized anatomy, silhouette, mask, horns, costume elements and accessories.

SOFTWARE

ZBrush

STATUS

Sculpting stage

FUNGAL CREATURE

COMMERCIAL / GAME-READY CHARACTER



Commercial creature created through a full character pipeline, including sculpting, modeling, retopology and final asset preparation.

ROLE

Full-cycle 3D Character Artist

SOFTWARE

ZBrush / Blender

PROJECT

4th Dimension

YEAR

2022

INDUSTRIAL GAS LAMP

COMMERCIAL / GAME-READY PROP



Commercial game-ready prop created for a PC project in Unity. Built in Blender using a subdivision workflow and completed through the full production pipeline for in-engine use.

ROLE

Full-cycle 3D Prop Artist

SOFTWARE

Blender

PLATFORM

PC / Unity

YEAR

2025

INDUSTRIAL GAS LAMP - DETAIL RENDERS

SUBDIVISION MODELING / MATERIAL WEAR / HARD-SURFACE DETAIL



WHEELED FIRE EXTINGUISHER

COMMERCIAL / GAME-READY PROP



Commercial game-ready hard-surface prop created in Plasticity and Blender. The asset combines a tubular frame, wheels, hoses and a worn material treatment.



ROLE

Full-cycle 3D Prop Artist

SOFTWARE

Plasticity / Blender

YEAR

2025

ZOMBIE & CORPSE ASSET PACK

COMMERCIAL / MODULAR GAME-READY PROPS



Modular corpse and zombie props prepared for Unity, including severed limbs, heads and body assets for horror environments and level dressing.



ROLE

Full-cycle 3D Asset Artist

SOFTWARE

Meshify / ZBrush / Blender

PLATFORM

Unity

YEAR

2026

INDUSTRIAL VALVE ACTUATOR

HARD-SURFACE / INDUSTRIAL PROP



Detailed industrial equipment asset with mechanical assemblies, technical labeling and layered painted-metal wear.

ROLE

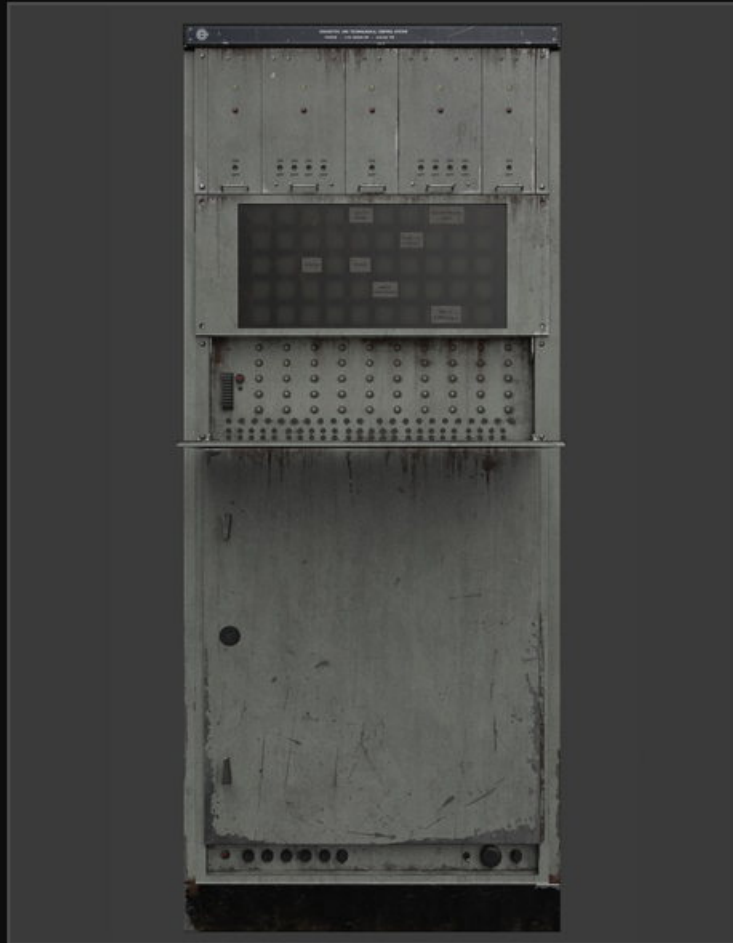
3D Prop Artist

TYPE

Hard-surface prop

INDUSTRIAL CONTROL SYSTEMS

ENVIRONMENT / HARD-SURFACE PROP SET



Retro industrial control cabinets designed as environment props, combining functional panel layouts, analog displays, screens, switches and worn painted-metal surfaces.

CONTROL CONSOLE DETAIL VIEWS

PANELS / DISPLAYS / TECHNICAL SURFACES



MITROSHYCHEVA MARHARYTA (LUD)

3D CHARACTER ARTIST / CHARACTER SCULPTOR

PROFILE

3D Character Artist and Generalist with 5 years of experience, including 3 years of production work on Astro Deplition. Specializing in creature and humanoid sculpting, anatomy, high-poly character development and full game-ready pipelines from sculpting through retopology, UVs, baking, texturing, optimization and engine preparation.

EXPERIENCE

3D Generalist / Character Artist | Astro Deplition Project

March 2023 - Present | Remote

- Create high-poly production sculpts for humanoid mutations, creatures and monsters.
- Deliver full-cycle game-ready characters, props and environment assets.
- Create high- and low-poly models, retopology, UVs, bakes, textures, hair and clothing.
- Optimize topology, LODs and texture atlases for real-time production.
- Work from concepts and references and refine assets from production feedback.

3D Modeling Instructor | MainSchool

September 2022 - March 2024

Taught Blender fundamentals and guided children through modeling exercises and beginner 3D projects.

EDUCATION

Bachelor's Degree in Graphic Design

Kyiv National University of Technologies and Design | Graduated 2025

Languages: Ukrainian - Native | Russian - Native | English - B2 | German - A2

CORE SKILLS

- ◆ Character and creature sculpting
- ◆ Human and creature anatomy
- ◆ High-poly character development
- ◆ Realistic and stylized sculpting
- ◆ Full-cycle character production
- ◆ Game-ready asset creation
- ◆ Retopology and UV mapping
- ◆ PBR and hand-painted texturing
- ◆ Baking and rendering
- ◆ Hair and clothing creation
- ◆ Topology and mobile optimization
- ◆ LOD creation and texture atlases

SOFTWARE

ZBrush	Blender
Substance 3D Painter	Adobe Photoshop
Marmoset Toolbag	Unity

PIPELINE EXPERIENCE

Unreal Engine | Unity | Mobile | PC

AI & GENERATIVE TOOLS

Meshify / AI mesh generation	ChatGPT / GPT
Gemini / DeepSeek	Sora / AI video creation