

Anton Iakovlev

LEAD 3D ARTIST, OUTSOURCING SUPERVISOR

Profile

Lead 3D artist with over a decade of expertise in the Game Development. Supervised the successful launch of several Co-development projects and contributed to multiple AAA titles.

Currently overseeing Environment/Prop Outsourcing at Sharkmob, Malmö

Employment History

Outsourcing Supervisor, Sharkmob, Malmö

JANUARY 2024 – PRESENT

- Establishing seamless communication between internal and external development teams
- Overseeing quality of art produced by outsourced partners
- Solving emerging day-to-day production challenges

Associate Art Director, Sperasoft, Yerevan

SEPTEMBER 2022 – JANUARY 2024

- Leading artist teams, overseeing project launches, creative and art direction.
- Managing hiring processes, interviews, and candidate screening
- Developing annual Personal Development Plan road maps for artists
- Running personalized mentorships

Lead 3D Artist, Sperasoft, Saint Petersburg

SEPTEMBER 2019 – PRESENT

- Managing art quality control for several teams
- Developing project documentation, leading R&D efforts, and improving workflows
- Organizing knowledge-sharing events.
- Producing high-quality art as a full-time contributing artist.

Senior Level/Environment Artist, Sperasoft, Saint Petersburg

JANUARY 2018 – AUGUST 2019

- Creating playable environments using modular sets, materials, and trims.
- Authoring project documentation and contributing to technical planning for game design requirements.
- Managing subcontractor teams with clear briefs and feedback, improving communication and work quality.

3D Artist, Sperasoft, Saint Petersburg

FEBRUARY 2016 – JANUARY 2018

- Creating high-quality assets, including Characters and a wide range of Environment elements such as Hard-surface, Organic, Clothing, and Foliage.
- Optimizing existing pipelines for improved efficiency and smoother workflow.

Lead 2D Artist, Sperasoft, Saint Petersburg

NOVEMBER 2014 – FEBRUARY 2016

- Creating Concept art, Sprites, and UI elements for a mobile game.

Education

BA, East Economics and Law Academy of the Humanities, Ufa

2007 – 2011

Arts and Crafts Education and Cultural Studies

Details

Malmö

Sweden

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Links

[Portfolio](#)

[LinkedIn](#)

Skills

Software: Maya/3ds

Max/Blender, Zbrush, Marvelous

Designer, Unreal Engine 4/5,

Substance Painter

Technical Skills: Hard-surface modeling, Sculpting, UV/Bakes, Realistic PBR and Hand-Painted texturing, Cloth Simulation, Vegetation, Tile/Trim Level Art, Basic Shaders (UE)

Soft Skills: Client

Communication, Mentoring,

Team Management,

Master-class/Presentation,

Conflict Resolution.

General knowledge: Color theory,

Composition, Human anatomy

Project Credits

Exoborne

Outsourcing Supervisor

Apex Legends

Lead Character Artist

Fortnite

Associate Art Director, Lead 3D

Artist

Assassin's Creed: Valhalla

Lead Character Artist

Fallout 76 - Lead 3D Artist

Saint's Row the Third

Remastered

Lead Environment Artist

OVERKILL'S The Walking Dead

Senior Environment artist

Anthem - Environment Artist

Star Wars: The Old Republic

Character Artist