

Tigran Akhumian

3D Artist | Yerevan, Armenia

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SUMMARY

3D Artist generalist with experience across AAA & Indie games, XR & Web3D and visualization. Main focus is props and environments. Also pipeline architecture, technical art, and art direction for indie studios. Work with procedural and non-destructive workflows, building tools for myself and team and integrating AI into workflows. I enjoy being the bridge between art and technical worlds!

SKILLS

Languages: English - C1, TOEFL 99 points | Russian - Native, USE 92

Programs: Blender, Substance Painter, Marmoset Toolbag, Godot, Unity, Unreal Engine

WORK EXPERIENCE

3D Artist | Freelance

Remote | May 2024 - Currently

- Working with outsource studios on game assets: stylized environments, hard-surface props, various styles (from stylized to photorealistic)
- Product visualization and industrial design: photorealistic renders, product concepts visualization
- Technical art: Geometry Nodes, Blender tools and plugins, AI integration via MCP for accelerating routine processes
- Art direction for indie studios: style consultations, style studies, art pipeline design
- Developing personal projects in Godot (GDScript) and Unreal Engine 5

3D Environment Artist |Criffin

Tallinn, Estonia | Sep 2023 - Feb 2024

- Designed and built 2 maps for missions (Seaport and Airport) for a tactical VR shooter in Unity
- Created custom assets (lowpoly/midpoly), Found fitting assets online, Made a custom shader
- Participated in development and playtesting. Represented Criffin at local GameDev events

3D Artist |Magic Media

Tallinn, Estonia | Jul 2022 - Sep 2023

- Worked on [Remnant 2](#), [Railway Empire 2](#), [Medal of Honor: Above and Beyond](#), [Contenders: Arena](#), Petit Palais VR, VR trainings, E-commerce assets and more
- Stepped in as art lead on a project, Created workflow docs and guides for the team
- Onboarded and trained 3 junior artists. Represented Magic Media at local GameDev events

3D Artist |Alpha3D

Tallinn, Estonia | Jan 2022 - Jul 2022

- Created 40+ Digital Twin models for AR try-on and exhibitions (Devices, watches, furniture, shoes)
- Improved project workflows. Onboarded and trained a junior artist

3D Artist |Ringtail Studios

Tallinn, Estonia | Feb 2021 - Jan 2022

- Created 30+ furniture models for [Design Home](#)

3D Artist | Freelance

Remote | Jan 2020 - Jan 2021

EDUCATION

Web Technologies | EUAS Mainor

Tallinn, Estonia | 2021 - 2024

Game Development | EUAS Mainor

Tallinn, Estonia | 2020 - 2021

Hard-Surface - 3D Modeling | XYZ School

Remote | 2020 - 2020