

SASA DESANCIC

CHARACTER ARTIST

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As a freelance character artist for the past three years, I've created human and animal characters, as well as entities from mythology and fiction, and developed their distinct personalities. I'm familiar with the game development pipeline (transfer high poly to low poly, texturing, rigging, grooming, hair cards). Excellent knowledge and understanding of human and animal anatomy. Optimization and export of rigged models in Unreal engine and Unity.

TECHNICAL

ZBrush | Maya | Adobe Substance Painter | Blender | Marvelous Designer |
Adobe Photoshop | Unreal Engine | Unity

WORK EXPERIENCE

Freelance artist: (Artstation, Upwork, Discord)

March 2019- Present

Character artist: BEYOND SKYRIM EXPEDITION TO ATMORA:

<https://www.linkedin.com/company/beyond-skyrim/about/>

October 2021 - Present

EDUCATION

High school

School of Applied Arts, Woodcarver

website: www.spu.edu.rs

Address: 15000 Sabac, Dobropoljanska 5, Serbia

September 1996 - June 2000