

# SAŠA DESANČIĆ

## 3D Props & Character Artist

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### PROFESSIONAL SUMMARY

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3D Artist with 6+ years of hands-on experience building props, characters, creatures, and real-time assets for games and interactive projects. Solid foundation in high-poly sculpting, hard-surface and organic modeling, PBR texturing, and full asset pipelines from blockout to final in-engine implementation. Extensive work in both Unreal Engine and Unity, with strong attention to geometry quality, silhouette, and performance budgets. Equally comfortable with AAA-caliber standards and the pace of independent production.

### TECHNICAL SKILLS

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**3D Modeling & Sculpting:** ZBrush, Maya, 3ds Max, Blender

**Texturing & Materials:** Substance Painter, Substance Designer, Photoshop

**Cloth & Simulation:** Marvelous Designer

**Game Engines:** Unreal Engine, Unity

**Asset Pipeline:** High-to-low workflows, retopology, UV layout, baking, LOD preparation

**Optimization:** Polygon budget management, texture optimization, performance-aware asset creation

**Additional:** Rigging, skinning, hair cards, modular asset workflows

### WORK EXPERIENCE

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#### Freelance 3D Artist | *March 2019 – Present*

- Built complete prop and character pipelines across stylized and realistic projects — from initial sculpt through retopology, UV layout, baking, texturing, and engine integration.
- Delivered optimized real-time assets with careful geometry management and texture budget discipline, meeting the technical and visual standards of each project.
- Implemented and validated assets in both Unreal Engine and Unity environments, troubleshooting integration issues independently.
- Collaborated directly with clients and art leads to match established visual targets and adapt to shifting production requirements.

#### Unity Asset Store – 3D Asset Creator | *May 2023 – June 2025*

- Created and published production-ready commercial assets — characters, creatures, and props — optimized for real-time rendering and broad engine compatibility.
- Managed the full production workflow independently: modeling, UV unwrapping, baking, texturing, LODs, and final presentation.
- Maintained consistent technical standards and visual quality across multiple asset packs.

#### Beyond Skyrim: Expedition to Atmora – Character Artist | *October 2021 – Present*

- Produced character and creature assets within the technical and stylistic constraints of a large-scale collaborative mod project.
- Coordinated with artists and developers to ensure visual consistency and smooth integration across a shared production pipeline.
- Refined topology and texturing approaches to meet stable in-engine performance targets.

## EDUCATION

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**School of Applied Arts, Serbia** | *Major: Woodcarving & Fine Arts (1996 – 2000)*

## ADDITIONAL

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- Strong foundation in anatomy, proportions, shape language, and silhouette — applied directly to prop and character readability.
- Experienced across both AAA-scale and indie production pipelines, adapting quickly to different tools and processes.
- Particular interest in fantasy, sci-fi, horror, and stylized visual development.
- Ongoing development in procedural texturing workflows and emerging production tools.