**ROMAN LEMBERSKY**

*3DSphere.net*

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**PROFFESIONAL EXPERIENCE**

US Home Developers

*Lead 3D Render Artist, February 2014-Present*

* Create 3D Renders from blueprints and reference images provided by sales team, using 3D Studio Max
* Model, texture, and light digital outdoor and indoor rooms and environments for rendering.
* Work closely with the sales and design team to accurately create 3D Renderings
* Organize work flow, and project schedules for a small team of 3D Render Artists.

3D Sphere Studios

*Founder and Free Lance Artist and Developer, February 2013-Present*

* Produced Game Assets for clients’ mobile and PC games.
* Provided 2D GUI Design and Assets for clients’ apps, games, and software.
* Design and develop Mobile Games using Unity 3D Engine.
* Outsource and manage any additional programming, and audio, for variety of games, apps, and software.
* Closely work with mobile and PC publishing companies.

Applo Games

*Lead Artist and Game Designer, July 2009-2013*

* Designed the visual themes and art for the browser strategy game, Applo
* Provided a concrete artistic vision for fellow artists to follow
* Oversaw and hired a crew of professional artists and programmers.
* Established partnerships with social media and gaming websites.
* Created 3D version of Applo using the Unity 3D Engine.
* Designed and developed Flash games for Applo Games

Media Arsenal

*Contracted 2D / 3D Artist, April 2009-2012*

* Provided 3D animations and visuals for website clients.
* Provided 2D Flash animation for website clients.
* Provided Web-Design and Graphic Design services.

Saltveit Inc

*Contracted 3D Artist and Level Designer, November 2008-August 2009*

* Assisted in directing the artistic vision of the MMORPG, Verdant Shadows.
* Created dungeons and environments using the Torque 3D Engine.
* Created numerous environment and architectural assets for Verdant Shadows.

Team 4000

*Contracted 2D / 3D Artist, November 2008-April 2009*

* Created 3D assets and levels for the mobile game, Robo-Fighters
* Created 2D Assets and levels for the mobile game, Hello Kitty: Happy Apples
* Worked closely with the programmers to establish high quality game.

Ludusent Inc

*Senior Environment Artist, January 2008-August 2008*

*3D Environment Artist, April 2007- January 2008*

* Designed and visually directed the game, Sky Hunter
* Worked closely with animators and fellow artists on the visuals of Sky Hunter
* Created 3D assets with 3ds Max, for an unnamed RPG project.
* Worked closely with the Lead Environment Artist in developing concrete visuals.
* Assisted in the development and design for the RPG project.

**EDUCATION**

Art Institute of Los Angeles, Santa Monica, CA

*Attained a Bachelor’s of Science in Game Art and Design*

El Camino Real High School, Woodland Hills, CA

*Attained a High School Diploma*

**TECHNICAL SKILLS**

* Highly Experienced in 3ds Studio Max
* Highly Experienced in Adobe Photoshop
* Proficient in Unity 3D Engine
* Experienced in ZBrush
* Experienced in Maya
* Experienced in Adobe After Affects

**ADDITIONAL SKILLS**

* Proficient with Mobile Development in Games and Applications
* Proficient in designing social online games.
* Proficient in team-management and leadership.
* Proficient in Graphic User Interface (GUI) Design
* Proficient in 2D and 3D Game Design and Production.
* Able to Design, and direct a game from pre-production to launch.
* Highly experienced with mobile gaming production and design.
* Fluent in Russian language.