

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.