

3D Artist

FARID DUNYAMALIYEV

Contact

Baku, Azerbaijan

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[ArtStation](#)

[Behance](#)

Skills

Blender

ZBrush

Unity

Adobe Substance Painter

Adobe Photoshop

Adobe Illustrator

Procreate

Autodesk Revit

Autodesk Autocad

Sketchup

Lumion

Hobby

Drawing, sketching

Playing video games

Reading

Language Proficiency

English (Advanced)

Azerbaijani (Native)

Turkish (Advanced)

Certificates:

IELTS band score (7)

Education

BAU Cyprus – Bahçeşehir Cyprus University -
Public Administration Ph. D Program

2024 - present

Photoschool.az - Commercial photography

2023 october - 2023 december

Code Academy - Game art & Design

2022-2023

Azerbaijan University of Architecture and Construction -
Architecture & Restoration

2022 - 2024

Baku Engineering University - Architecture & Design

2018-2022

Experience

Code Academy - March 2023 - Present

Worked in art part of several games, Website of Code Academy

Bayramli Group - February 2024 - August 2024

Created Level designs, 3D art and UI arts of several games, Parent application

Nifty Kicks - August 2022 - September 2022

Created character and environment designs for the web-based NFT game "Rooster Cartel".

Imajinn company - May 2022 - July 2022

Prepared furniture models for Augmented Reality based mobile applications on a project basis.

Customar company - April 2022 - May 2022

I made environment designs for the VR Polygon simulator on a project basis.

Metamad Studio - February 2022 - April 2022

Junior 3D artist

As a 3D artist, I worked on the design of characters, items, property, and level design.

LOF Studios - March 2021-August 2021

I worked as a 2D concept artist. While drawing various concept art for our game "Crazy Foods" .