FARID DUNYAMALIYEV

3D DESIGNER

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ArtStation Portfolio | Behance Portfolio | LinkedIn

PROFILE

3D designer specializing in the gaming industry and real-time VR projects. 5+ years of experience in high-detail modeling, UV unwrapping, PBR texturing, scene setup and performance optimization using Blender, Unreal Engine and Substance 3D Painter.

CORE SKILLS

3D and game graphics: environment design, prop modeling, modular architecture, UV mapping, PBR texturing, real-time optimization, VR scene setup, game-optimized models, advertising visuals.

Software: Unreal Engine, Unity, Blender, Autodesk 3ds Max, ZBrush, Substance 3D Painter, Photoshop, Illustrator, After Effects, Premiere Pro, AutoCAD, Revit, SketchUp, Lumion.

PROFESSIONAL EXPERIENCE

Timepavilion Immersive Museum - Icherisheher Reserve | Environment Designer
October 2025 - September 2026 | Project-based freelance
- 3D modeling, UV texturing and optimization of historic buildings based on archival materials and historical documents.

- Building modular architecture and landscapes in Unreal Engine; interiors, applying over 200 ready-made animations to NPCs and placing characters in scenes, adding environment elements and sounds; VR testing, bug fixes and final VR optimization and delivery of the project.
- Technical installation design for the carriage structure and VR headsets within the museum VR experience space, as well as refinement of interior concepts for exhibition halls.

Freelance Client Projects | VR Environment Designer
April 2022 - 2026 | Project-based freelance

- **Sea Breeze Premium Residence:** Creating a VR environment running on Meta Quest 3 with interactive user walkthroughs, and preparing scenes of residential interiors and exteriors.
- Creating and optimizing VR models and scenes to ensure smooth real-time performance at 120 FPS while balancing visual quality and technical efficiency.
- **Sea Breeze Digital Residence:** Building interactive residential interior/exterior scenes for Meta Quest 3, implementing lighting and post-processing, and conducting final tests.

Code Academy | Game Designer and Instructor
March 2023 - May 2026 | Full-time
- **Lilitopia:** Working as part of the team on a project with over AZN 1 million in investment and a top-100 ranking in the Azerbaijan App Store Education category; creating environment graphics and characters and contributing to visual production from the initial idea to the MVP stage.
- **Lilitopia YouTube channel:** Producing all video content, advertising posts for Meta (Facebook), UGC content and CPI videos for Instagram, as well as designing a promotional stand for exhibitions and presenting the project.

- Creating 3D models, game environments and CPI marketing videos for **Merge Chef** and **Border Patrol**, conducting tests and turning them into finished products.
- Teaching students practical classes in 3D modeling in Blender, game graphics and model optimization.

PROFESSIONAL EXPERIENCE (CONTINUED)

Bayramlı Group | Game Designer
February 2024 - August 2024 | Project-based freelance
- Developing several mobile games and a parental control application; creating game ideas, both 2D and 3D game assets, and UI elements for the project.
- Designing user interface (UI) visuals aligned with game mechanics and technical integration from concept to final model.

Nifty Kicks | 3D Designer
August 2022 - September 2022 | Freelance
- Creating character and environment designs for the web-based game Rooster Cartel.

Imajinn Company | 3D Designer
May 2022 - July 2022 | Freelance
- Creating and optimizing furniture models for augmented reality (AR) mobile applications.

Gamepons, Metamad Studio | 3D Designer
February 2022 - April 2022
- Modeling characters, game props and other 3D game elements, and contributing to level design.

LOF Studios | 3D/2D Game Artist and Generalist
March 2021 - August 2021
- Creating the game world for **Crazy Foods**, a commercial project released on Steam.
- Creating concept art, digital illustrations and Steam capsule visuals; carrying out production from the initial concept to the final asset/model.

EDUCATION

BAU Cyprus - Bahçeşehir Cyprus University | PhD Program in Public Administration | 2024 - Present

Azerbaijan University of Architecture and Construction | Architecture and Restoration | 2022 - 2024

Baku Engineering University | Architecture and Design | 2018 - 2022

CERTIFICATIONS AND TRAINING

Code Academy | Digital Architecture and 3D | 2025

Photoschool.az | Commercial Photography | October 2023 - December 2023

Code Academy | Game Art and Design | 2022 - 2023

LANGUAGES

Azerbaijani (Native) | English (Excellent / IELTS 7) | Turkish (Excellent / C2)