

# Sviatoslav Kosko

## 3D Environment & Level Artist

koskoslava@gmail.com | Vienna, Austria (Open to relocation) | [\[Website\]](#) | [\[ArtStation\]](#) | [\[LinkedIn\]](#)

**SUMMARY** 3D Environment & Level Artist with over 5 years of experience in content creation, specializing in Unreal Engine 5. Proven track record of engineering optimized real-time environments, establishing cinematic lighting, and utilizing AI-assisted workflows to accelerate production. Experienced in rapid prototyping (delivering full playable levels in 1-week cycles) and leading creative teams to drive measurable business growth (contributed to a 5x revenue increase). Passionate about bridging the gap between artistic vision and technical performance.

## EXPERIENCE

### Level Artist & 3D Character Modeler | *AXY CODE* | Nov 2025 – Present

- Rapidly prototyped and delivered fully playable 500x500m low-poly multiplayer levels in Unity on a strict one-week production cycle.
- Kitbashed and integrated marketplace assets to design unique thematic safe zones, ensuring strict polygon budget compliance.
- Engineered an AI-assisted workflow for 3D character generation, significantly reducing production time and adapting to pipeline bottlenecks.

### Freelance 3D Environment & Motion Artist | *Self-Employed* | Feb 2025 – Present

- Engineered UE5 environments from corrupted DCC imports via Datasmith, successfully restoring broken UVs and materials for commercial clients (e.g., Bismarck Battleship).
- Directed and executed full-cycle 3D product presentations, including custom environment design and motion graphics for a mechanical keyboard launch.
- Produced a dynamic 3D commercial advertisement for an energy drink brand, establishing cinematic lighting and high-fidelity rendering.

### Head of Design Department | *Creative Marketing Agency* | 2023 – 2025

- Managed and mentored a creative team of motion designers and graphic artists over two years, optimizing production pipelines for high-volume marketing creatives.
- Spearheaded visual content strategy and execution, directly contributing to a 5x increase in the company's revenue through high-converting design assets.

## PROJECTS

### Corporate Maze | *Art Director & Environment Artist* | Oct 2025 – Present

- Spearheading the visual direction and full-cycle environment creation for a psychological stealth game set in a dystopian corporate megastructure.
- Developing the overarching visual style, lighting scenarios, and spatial design to support core stealth gameplay mechanics.

### Marasmus | *Level Artist* | Jan 2026 – Present

- Designing and implementing modular environments (forests, architectural expansions) in UE5, focusing on spatial pacing.
- Iterating on level design and environmental storytelling based on direct feedback and mentoring from a CD Projekt RED Level Designer.

### Nullum | *3D Environment Artist* | Feb 2025 – Sep 2025

- Executed full-cycle environment creation for a high-fidelity level, focusing on atmospheric storytelling and visual composition.
- Optimized the scene utilizing Nanite and Lumen to ensure stable framerates without sacrificing visual quality.

## EDUCATION & COURSES

- **Introduction to Game Design** | *Epic Games (Coursera)* | Oct 2025
- **GameDev Bootcamp** | *Isaev Workshop* | 2025

## SKILLS

- **Software:** Unreal Engine 5, Unity, Blender, Cinema4D, After Effects, Photoshop, DaVinci Resolve.
- **Core Competencies:** Level Art, Environmental Storytelling, Cinematic Lighting (Lumen), Geometry Optimization (Nanite), Rapid Prototyping, Kitbashing, AI-Assisted Workflows, LookDev.

