

# Dmytro Zenin

## Personal data



Date of birth 10/06/1972  
Citizenship Ukrainian  
Current location Malta  
Language English, Russian, Ukrainian  
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Portfolio: <http://paramon.allyou.net>

## Knowledge/Software

3DMAX, MAYA, Z-Brush, Substance Painter/ Designer, Adobe (Photoshop, Illustrator, After Effect), Microsoft Office.

## Education

1990-1996 National Technical University of Ukraine "KPI", Kyiv. Diploma of Specialist.  
1990-1992 Kyiv National University of Culture and Arts, Kyiv. "Head of Artistic Design Studio".  
1979-1989 Secondary school

## Experience

**2014- Present**

**4A Games Malta, Sliema, Malta.** [www.4a-games.com.mt](http://www.4a-games.com.mt)

2019-2020



Metro EXODUS DLC02 SAM'S STORY <https://www.metrothegame.com/en-gb/> published by Deep Silver)

Lead Environment Artist, Principal Artist.

My responsibilities included art direction for a number of indoor and outdoor sub-locations for the level, lighting, instancing.



Metro EXODUS DLC02 SAM'S STORY <https://www.metrothegame.com/en-gb/> published by Deep Silver)

Principal Artist.

My responsibilities included art direction for a number of sub-locations for the level, lighting, instancing, level modeling.

2014-2019



Metro EXODUS <https://www.metrothegame.com/en-gb/> published by Deep Silver)

Lead Environment Artist, Principal Artist.

Member of the core team that made preproduction for the game (generated ideas for levels and story).

My responsibilities included art direction for a number of levels and sub-locations, levels' and props' modeling, lighting, instancing for sub-locations.

<https://youtu.be/zcoYtpfRPF1>

2016-2017



ARKTIKA.1 VR Oculus

Level Artist, Principal Artist.

My responsibilities included art direction for a number of indoor and outdoor levels, work with outsource artists, lighting for the levels, instancing, props' and levels' modeling.

2007- 2014

4A Games, Kyiv, Ukraine. [www.4a-games.com](http://www.4a-games.com)

2014



METRO REDUX (<http://metro.thq.com/> published by THQ), Senior Environment Artist.  
My responsibilities included creating additional 2 levels, art direction, managing a team of artists, the creation of indoor and outdoor levels, visual direction, props modeling, texturing and lighting.

2010 – 2014



METRO 2033 Last Light (<http://metro.thq.com/> published by THQ), Senior Environment Artist.  
My responsibilities included managing a team of artists, art direction for a number of levels, the creation of indoor and outdoor levels, visual direction, props modeling, texturing and lighting.

2007 – 2010



METRO 2033 (<http://www.metro2033game.com/en> published by THQ), Senior Environment Artist.  
My responsibilities included managing a team of artists, art direction for a number of levels, the creation of indoor and outdoor levels, visual direction, props modeling, texturing, lighting, art direction of outsourced art assets.

1997-2007

"GSC Game World", Kyiv, Ukraine. [www.gsc-game.com](http://www.gsc-game.com)

2002-2007



"Heroes of Annihilated Empires" ([www.heroesofae.com](http://www.heroesofae.com) RTS, published by GSC).  
Lead artist of project.

My responsibilities included preproduction, art direction, managing a team of artists, modeling buildings, units, creating maps for the game, mission movies.

2001-2002



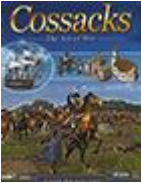
"American Conquest" (RTS, published by CDV). My responsibilities included the creation of unit models and animation for them, production of the intro movie.

2000-2001



The Cossacks add-on "Cossacks" Back to War (published by CDV) - Lead artist.

2000-2001



The Cossacks add-on "Cossacks" The Art of War (published by CDV) - Lead artist.

1999-2000



"Cossacks" European Wars (RTS, The game AAA categories published by CDV) - Lead artist.  
All graphics in the game is done by me and my brother Andrew Zenin, including models of buildings, character animations, textures, game interface and intro.

<https://youtu.be/9rV7sljLRvk>

1997-1999

Creation of multimedia encyclopedias. 3d-artist.