VIKTOR FEDOTOV

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GAME DEVELOPER · CONCEPT ARTIST

PERSONAL PROJECTS

WARS3D (working title) · Turn-based strategy game · **Unity3D** 2022–On hold

A solo project of a tactical turn-based strategy game built with Unity3D Engine. The spiritual successor of the Advance Wars games series.
Capture buildings and territory, make tactical moves to destroy the enemy army in a turn-based strategy game with nice cartoony graphics.
Enjoy single player campaign and multiplayer on existing maps or create your own using built-in level editor.
Gameplay video:
https://www.youtube.com/watch?v=ncmK2cvY8Zc
More info:
https://vfedotov.com/portfolio.html#gallery-3
All the visuals were done in Blender and code was written in Rider by me. The code ended up with 30k lines of C# code.

Project VENUS (working title) · Top-down stealth action game · **Unreal Engine 5** September 2024–Present

An early prototype of a stealth action game set up in a dark cyberpunk city. The player is an undercover agent who investigates and deals directly with gangs in Venus City.
Custom tool: procedural room generator:
https://www.youtube.com/watch?v=WtzI48SmW5s
Concept art made by me:

- https://vfedotov.com/first-post.html
- https://vfedotov.com/venus2.html

Videos of first tests:

- https://www.youtube.com/watch?v=6wjNPr4EAKo

WORK EXPERIENCE

Owlcat Games · Yerevan, Armenia · **Concept Artist** (Contract) February 2025–Present

Highly detailed and complex concept design for large man-made assets for the game **The Expanse: Osiris reborn**[1].

Lost Levels Games · Yerevan, Armenia · **Concept Artist** October 2023–January 2025

Environment concept art for an unannounced third person action game and another first person stealth game.
I reported directly to the Art Director and created detailed 3D concepts for the architecture settings featured in the game. My day-to-day work was about gathering references, making detailed and thought through 3D blockouts, making detailed renders with callouts. As a part of routine I also imported the scenes into the UE5 levels, set up collision, basic materials, lighting, and sometimes simple blueprints to share my work with other teams.

YAGER Development · Berlin, Germany · **Senior Concept Artist** October 2019–September 2023

Environment concept art and hard surface design for **The Cycle: Frontier**[2] and **Dune: Awakening**[3].
At YAGER I designed buildings, props, environment kits, weapon skins, weapon mods and detailed interior and exterior designs of spaceships. I created inspirational concepts for environments by assisting the Art Director, Level Designers and Environment Artists with concept art passes and also do it in an initiative way. Occasionally I did some 3D in-engine work: asset placement, landscape sculpting and even create final 3D assets with some basic Blueprints in UE4.

Saber Interactive · Saint Petersburg, Russia · **Concept Artist** 2015–2019

Environment concept art for **Quake Champions**[4].
My work mostly consisted of making sketches over the level blockouts from older Quake games in order to apply

[1] https://osirisreborn.owlcat.games/
[2] https://thecycle.game/
[3] https://duneawakening.com/
[4] https://store.steampowered.com/app/611500/Quake_Champions/

modern visual settings and provide guidance for the environment artists. These tasks required a high focus on asset reuse and artistic interpretation of all the different areas of the levels.
For another project, an unannounced mobile sci-fi FPS shooter, I was making 2D concepts of the levels and characters, and also was doing changes directly in the Unity3D editor.
Many artworks for game pitches were done as well.

Sperasoft · Saint Petersburg, Russia · **Concept Artist** 2014–2015

As an employee of an outsourcing studio, I was making supportive concept art for the **BattleCry** game: sketches of characters, gear and clothes in order to assist the character artists. It was the first time I was able to function as a concept artist and to come up with my own outfit designs as well.

Elefun Games · Novosibirsk, Russia · **2D Artist** 2013–2014

Various 2D artworks for the Witches' Legacy series.

Education

Novosibirsk State University · Novosibirsk, Russia · **Bachelor of Computer Science** 2008–2012

Thesis: "GPU implementation of Light Mesh algorithm[5] using CUDA API". An implementation of an original soft shadow rendering technique invented by my thesis advisor Dr. Viktor Debelov[6]. This was the first time I have ever written a performance critical code and optimized it as much as possible.

Skills and Software

- Strong hard surface design and architecture.
- Strong environment concept design: reference gathering, sketches, blockouts, detailed and well refined 3D scenes in Blender.
- Advanced Blender user: complex geometry (concept art, not game ready), high fidelity and quality materials, Python scripting for complex scenes, geometry nodes.
- Intermediate level design.
- Intermediate Unreal Engine 4/5 user: Blueprints and even some C++ programming in Rider.
- Unity3D · Solid C# programming experience · Basic HLSL shaders.
- Basic AI user · Experience with Stable Diffusion (ComfyUI).
- Expert artist: able to provide useful art feedback and art advice.
- Intermediate knowledge of C, C++.
- Software used:
  - Blender (80% of time)
  - Unreal Engine (15% of time)
  - Photoshop (5% of time)
  - JetBrains Rider (use regularly for personal projects to write C# and C++ code)
  - KeyShot (used in the past)
  - Modo (used in the past).

Personal Information

- Birthday: 21 July 1991.
- Citizen of the Russian Federation, single.
- Languages: Russian (native), English (fluent), German (elementary).
- Open to remote work from Armenia, Russia. Will need Visa support if relocation is required.

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[5] Debelov, V.A., Sevastyanov, I.M. (2002). Light Meshes — Original Approach to Produce Soft Shadows in Ray Tracing // Lecture Notes in Computer Science. – Springer-Verlag. – 2002. – Vol. 2330. – P. 13–21.
[6] Doctor of Engineering, Computer Graphics. https://icmmg.nsc.ru/ru/content/employees/debelov-viktor-alekseevich