

RAMUNAS V. MEIRONAS

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24 years old individual

Game mod/Indie experience

2014 July - Now

Fist of Ki - Indie game on Unreal Engine 4
Lead character artist, lead environment artist, VFX, UI designer.

2012 October - 2013 July

Olio - Indie game on Unity engine (pictures can be accessed on my portfolio)
Character artist, rigger, environment artist.

2008-2011 September

Indie project - Zios project - (<http://zeq2.com/site/viewtopic.php?t=50>)
Art director - character artist, environment artist, rigger technology research, team management.

2006 January - 2008 June

HL2 Mod: DragonBall: Source (<http://www.moddb.com/mods/dragonball-source>)
Character artist.

Software skills

- 3DSMax • Zbrush • Adobe Photoshop • Mudbox • XSI • Tortoise SVN • Filter Forge • Video Vegas
- Experience with Unity3D and Unreal engine 4

Technical skills

- Low/high poly modeling • Sculpting • UV mapping • Texturing • Retopologizing • Optimization
- Rigging • Character animation

Education

Economics and Finances Bachelor

VYTAUTAS MAGNUM UNIVERSITY Kaunas, Lithuania 2009-2013

3D Design

Gnomons/Digital Tutors studying material

Languages

Lithuanian - Native | **English** - Perfect (B2)

Russian - Speaking/Understanding - Average (A2) | **Norwegian** - Basics/Average (A2)