

Yulia E Sablina

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SERVICE ✧ LOOK DEVELOPMENT ✧ COMMUNITY

SUMMARY

CGI Generalist specializing in character art with hands-on experience in game-ready asset creation, character sculpting & design, look development, and Unreal Engine pipelines. Strong foundation in Maya, ZBrush, Houdini hair guides, Substance Painter & Designer, and V-Ray render engine; experience in supporting collaborative, production-style workflows. Proudly adaptable, feedback-driven, and motivated to grow within studio and game pipelines.

KEY SKILLS

- ❖ 3D Software: Maya, ZBrush, Blender
- ❖ Game Engines: Unreal Engine (asset integration, look development)
- ❖ Rendering & Look Dev: Arnold, V-Ray, Substance Painter, Substance Designer
- ❖ Environment & Grooming: Houdini (Hair Groom), SpeedTree, Gaea
- ❖ Rendering & Look Dev: Arnold, V-Ray, Substance Painter, Substance Designer
- ❖ Animation/ Game Pipelines: Fundamentals, asset polish, and motion cleanup/integration
- ❖ 2D Tools: Adobe Photoshop, Krita

SOFT SKILLS

- Cross-Team Collaboration
- Feedback Implementation
- Production-Focused
- Problem Solving Clear
- Communication
- Adaptability in Fast-Paced Pipelines

RELEVANT EXPERIENCE

3D Modeller | Clockwork Creations

Remote | Dec 2025 – Present

- ❖ Creating optimized, game-ready CGI assets for real-time use, collaborating with a distributed production team to refine topology, UVs, and asset quality through iterative feedback.

CGI Generalist & Composer | Studio 1 AM

Remote | February 2026 – Present

- ❖ Compositing shots for an upcoming short film based on a Dungeons & Dragons campaign, contributing to a remote production team; integrating CG elements while regularly communicating with supervisors and team members to implement feedback, meet production milestones, and maintain pipeline efficiency.

Digital, Illustrative, & 3D Printed Media | Freelancer

Las Vegas, NV | Remote | Sept 2020 – Present

- ❖ Designing illustrations and 3D printed assets for library programs, family day care materials, and children's hospitals in collaboration with organizations such as Busy Bee Art Foundation.

EDUCATION

BFA | Digital Production — *Gnomon School of Visual Effects, Los Angeles, CA | Jan 2022 – August 2025*

- ❖ Developed a strong foundation in character pipelines, asset creation, and production workflows.
- ❖ Created digital matte paintings using Photoshop, integrated into Houdini, collaborating on a cross-disciplinary project awarded Spring 2024 Best of Term – Creature Animation, recognition for its look development.