Yaroslav Yakushevskiy

2D & 3D artist · yaroslav@example.com

Placeholder resume for the mockups. The real PDF goes here.

PROJECTS

Chromatic Boom 2026

3D game, in progress

- Character and mech concepts, graffiti lettering
- Modeled and lit the Sector 20 city blocks

Last Fall of Untensberg 2025

Game jam

- Environment art and lighting for three scenes

3D Room Space 2025

3D environment

- Modeling, materials and rendering

SKILLS

Blender · Photoshop · Substance Painter · Unity · Procreate

EDUCATION

School name 20XX – 20XX

Program