

Oleksandr Kindiuk

3D Creative Artist / Real-Time Marketing Artist

Realtime marketing visuals for games, trailers, product shots, and mobile game creatives.

CONTACT

Email

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LinkedIn Profile

Portfolio

Remote / Ukraine

CORE TOOLS

- Unreal Engine 5
- Adobe After Effects
- Houdini / procedural workflows
- Photoshop
- AI-assisted creative tools

FOCUS

- 3D marketing creatives
- Mobile game ads
- Cinematic trailers
- Product shots
- Real-time rendering
- UI & motion graphics

LANGUAGES

Ukrainian - Native

English - Working proficiency

PROFILE

3D Creative Artist focused on **real-time marketing visuals** for games and digital products. My core strength is turning game assets, scenes, UI elements, animation, and technical workflows into polished advertising videos, trailers, product shots, and performance creatives.

I work across scene setup, camera work, animation direction, rendering, VFX, compositing, editing, and final assembly. I am not positioning myself as a character modeler, sculptor, rigger, or pure character animator; my focus is building final marketing visuals from existing or prepared assets.

EXPERIENCE

3D Creative Artist / Marketing Creative Artist

Project-based / commercial creative work

Worked on 3D visuals, advertising creatives, trailers, gameplay-style videos, product shots, and promotional content for games and digital products.

- Created 3D scenes, lighting setups, animations, and camera work for marketing videos.
- Produced cinematic and gameplay-driven video content for mobile game advertising campaigns.
- Handled rendering, compositing, VFX, UI integration, editing, and final video assembly.
- Adapted creatives based on feedback, performance goals, and production needs.
- Combined artistic, technical, and marketing-oriented thinking to deliver complete visual pieces.

SELECTED CAPABILITIES

Performance creatives	Mobile game ad videos, hooks, gameplay-style scenes, fast iterations.
Cinematic visuals	Scene blocking, camera movement, lighting, trailer-like presentation.
Post-production	After Effects editing, compositing, VFX, UI integration, final assembly.
Real-time pipeline	Unreal Engine scenes, real-time rendering, technical setup and iteration.
Procedural growth	Developing Houdini/procedural workflows for more advanced visual production.

ADDITIONAL INFORMATION

- Comfortable working independently across multiple production stages.
- Able to communicate clearly, iterate quickly, and take ownership of assigned creative tasks.
- Interested in real-time cinematics, trailers, procedural workflows, and performance creatives.