Dasha Grigoreva

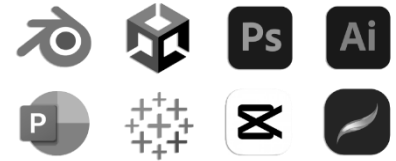**3D Artist | Graphic Designer | Multidisciplinary Creator**

Objective

Passionate 3D artist with a multidisciplinary background, looking to bring creativity and diverse skills to innovative art projects across various mediums. Excited to be part of projects that push artistic boundaries and make a real impact

Skills

- 3D Modelling
- Texturing
- Animation
- UI Design
- Typography
- Poster Design

Software

Contact

- 0431124144
- dashivion@gmail.com

Education

QUT, Bachelor of Games and Interactive Environments

2021 – present

CSU, Bachelor of Game Development and Animation

2019-2020

Language

- English
- Russian

Experience

Visual Artist Internship │ QUT Design Academy + BMW Group

2023

- Developed 2D assets using Adobe Illustrator.
- Created 3D models and assets with Blender.
- Designed and implemented an infotainment system for an upcoming vehicle in Unity.
- Created a VR experience scene in Unity with Oculus.
- Utilized GitHub for version control and Confluence for project documentation and collaboration.

Recycling Outreach Coordinator │GECCON

2020-2021

- Enhanced community participation in sustainability by collecting large household appliances.
- Designed and set up efficient recycling booths.
- Organized and hosted an engaging festival booth.
- Delivered interactive recycling workshops for children.