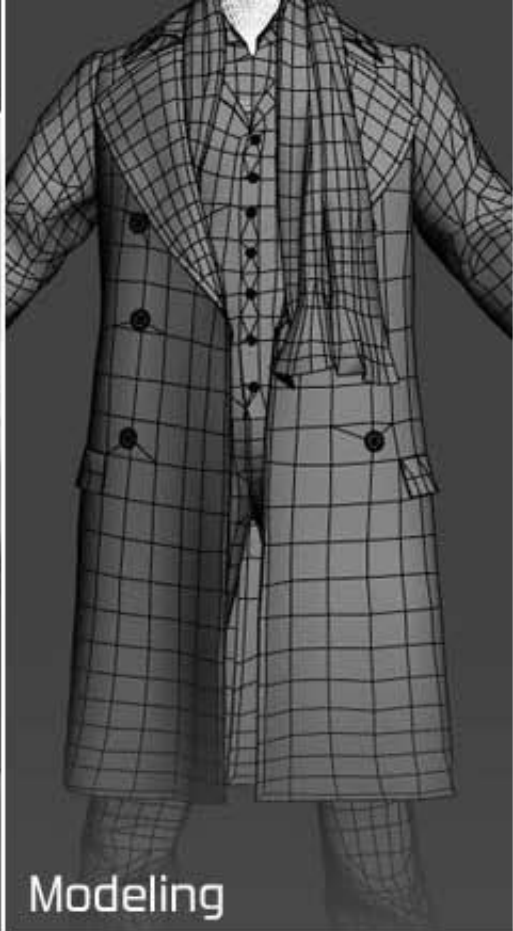




Concept art



Sculpting



Modeling



Texturing



Traditionnal art

Taissia Abdoullina
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Concept artist
Character Artist



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Character Artist
Concept art · Modeling · Texturing

Experience

2015 Assassin's Creed Syndicate

NPC Character concept art, modeling, wrinkles, texturing

2014-2015 The Division

NPC Character concept art, modeling, texturing

2014 Assassin's Creed Unity

NPC Character concept art, modeling, texturing, skinning

2013 Assassin's Creed IV Black Flag

Playable character concept art
Weapon concept art
Graphic interface design, animation, implementation

2012 Assassin's Creed III

Playable character concept art
Graphic interface design, animation, implementation

2011 Assassin's Creed Revelations

UI Programming and prototyping

2010 Assassin's Creed Brotherhood

UI Programming, HUD framework design and implementation

Skills

Design
Concept art
Illustration

Texturing (PBR)

High poly
modeling

Low-poly
retopology

Traditionnal
sculpting

UI design
animation

Software

Photoshop CS2 -CS6
Substance Deisgner
Substance Painter
Marvelous designer

Zbrush
Mudbox
3ds Max
Maya
Topogun
UVLayout
Crazybump
XNormal

Flash
Visual Studio



ASSASSIN'S
CREED IV
BLACK FLAG





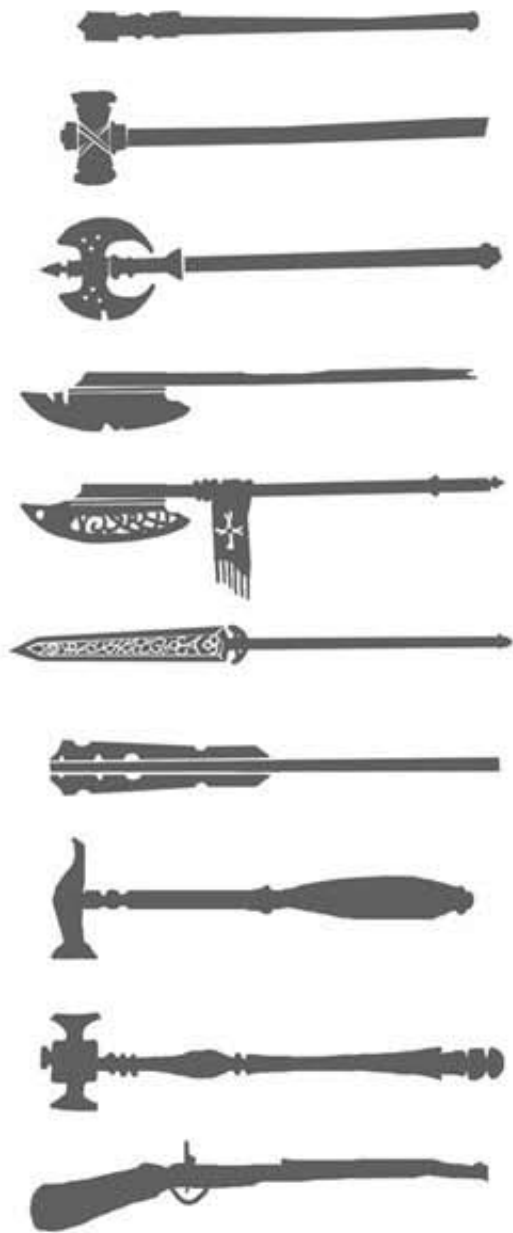




AXE



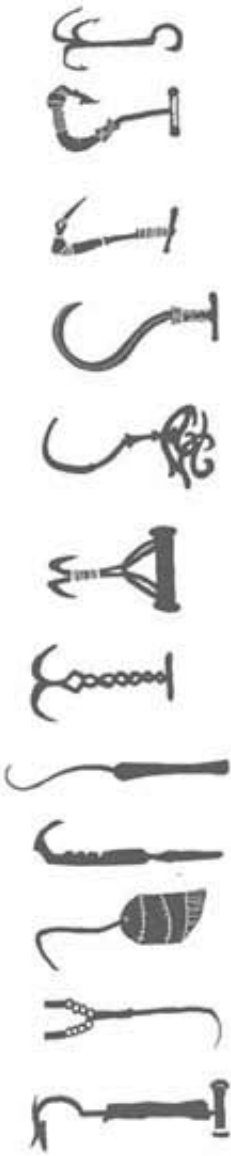
MACE



DAGGER



HOOK



GUNS



SWORD

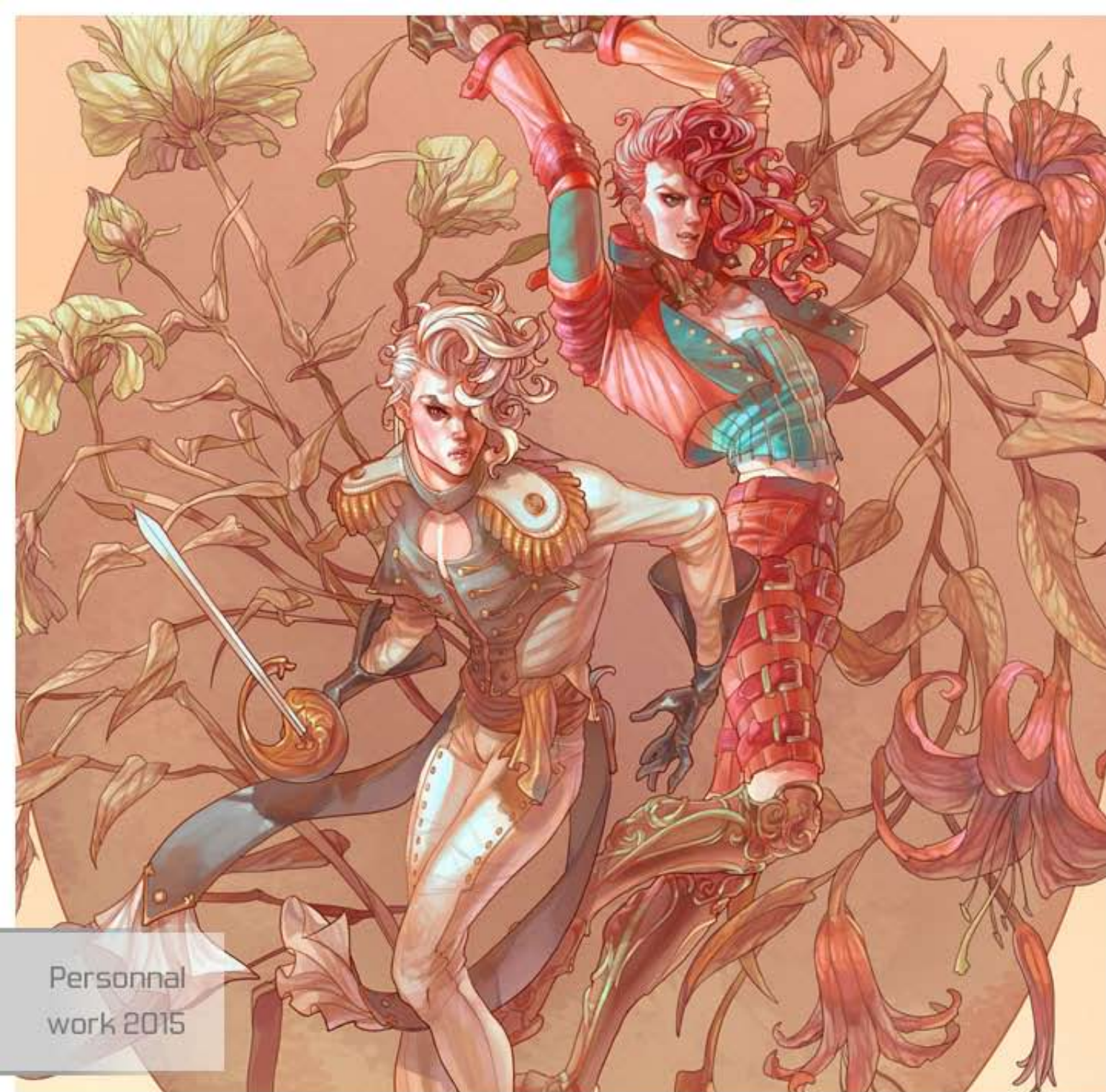




ASSASSIN'S
CREED IV
BLACK FLAG

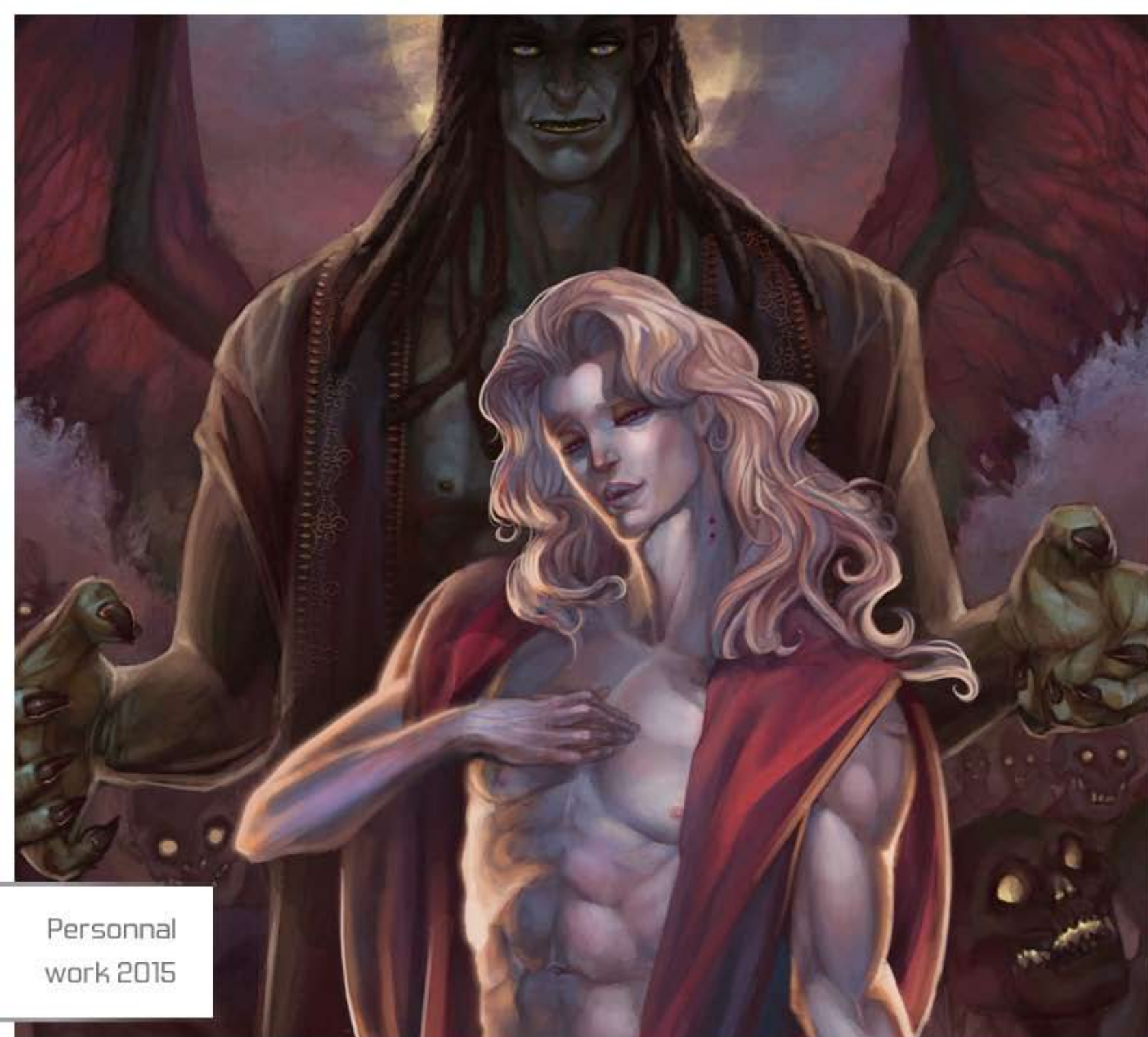


ASSASSIN'S
CREED IV
BLACK FLAG



Personnal
work 2015





Personnal
work 2015



B L O O D L U S T E R



Personnal
work 2014





Personnal
work 2014





Personnal
work 2013



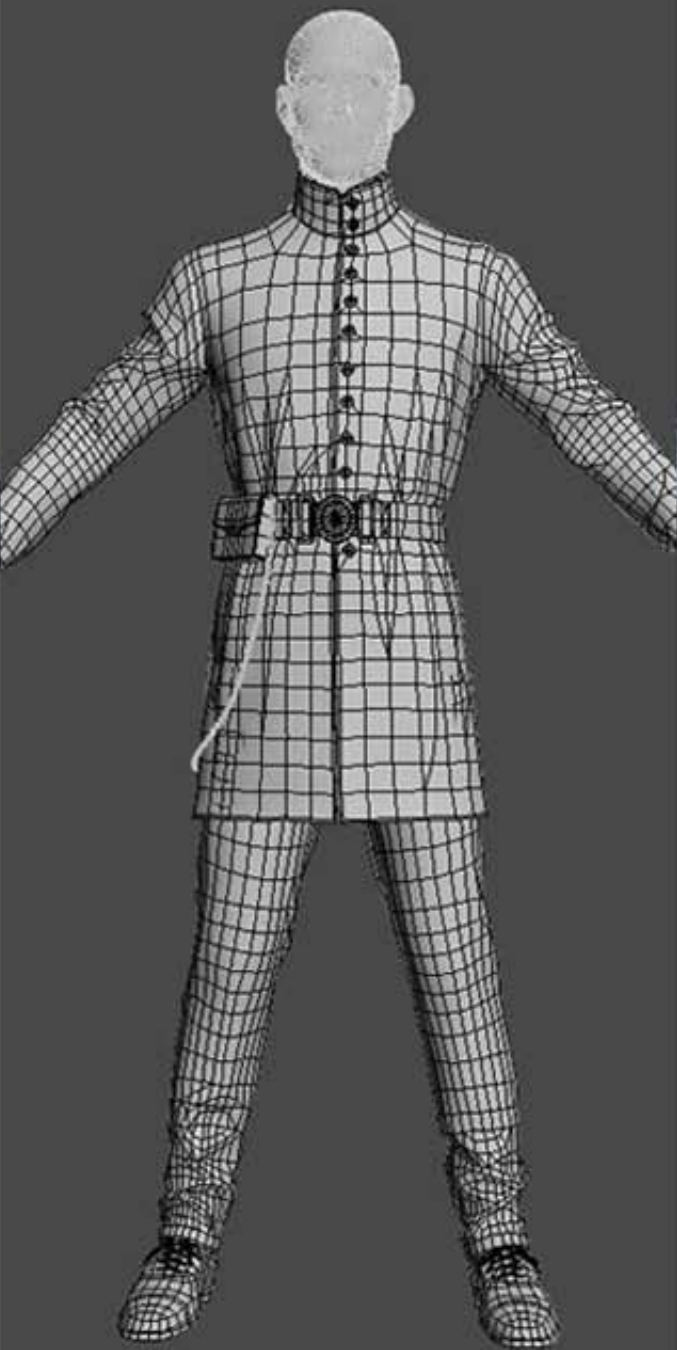
ASSASSIN'S
CREED
SYNDICATE

High poly

Low poly

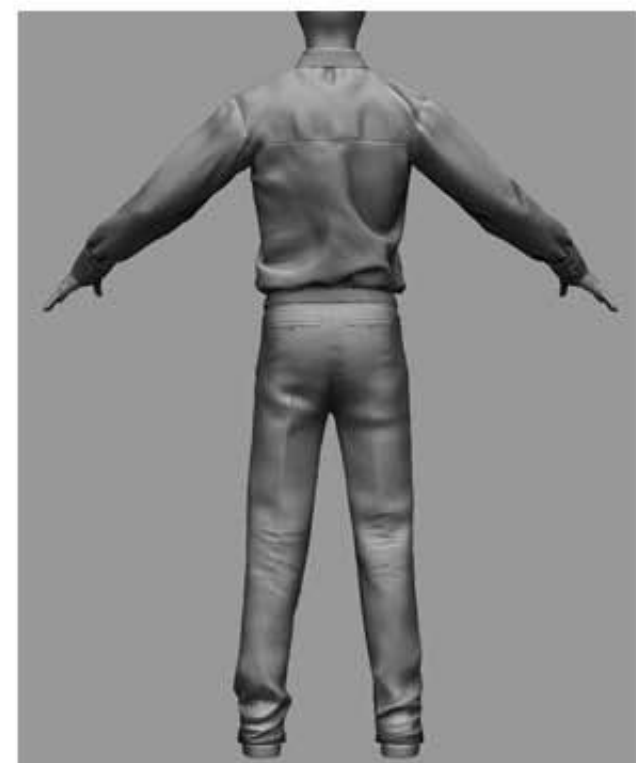
Baking

Texture



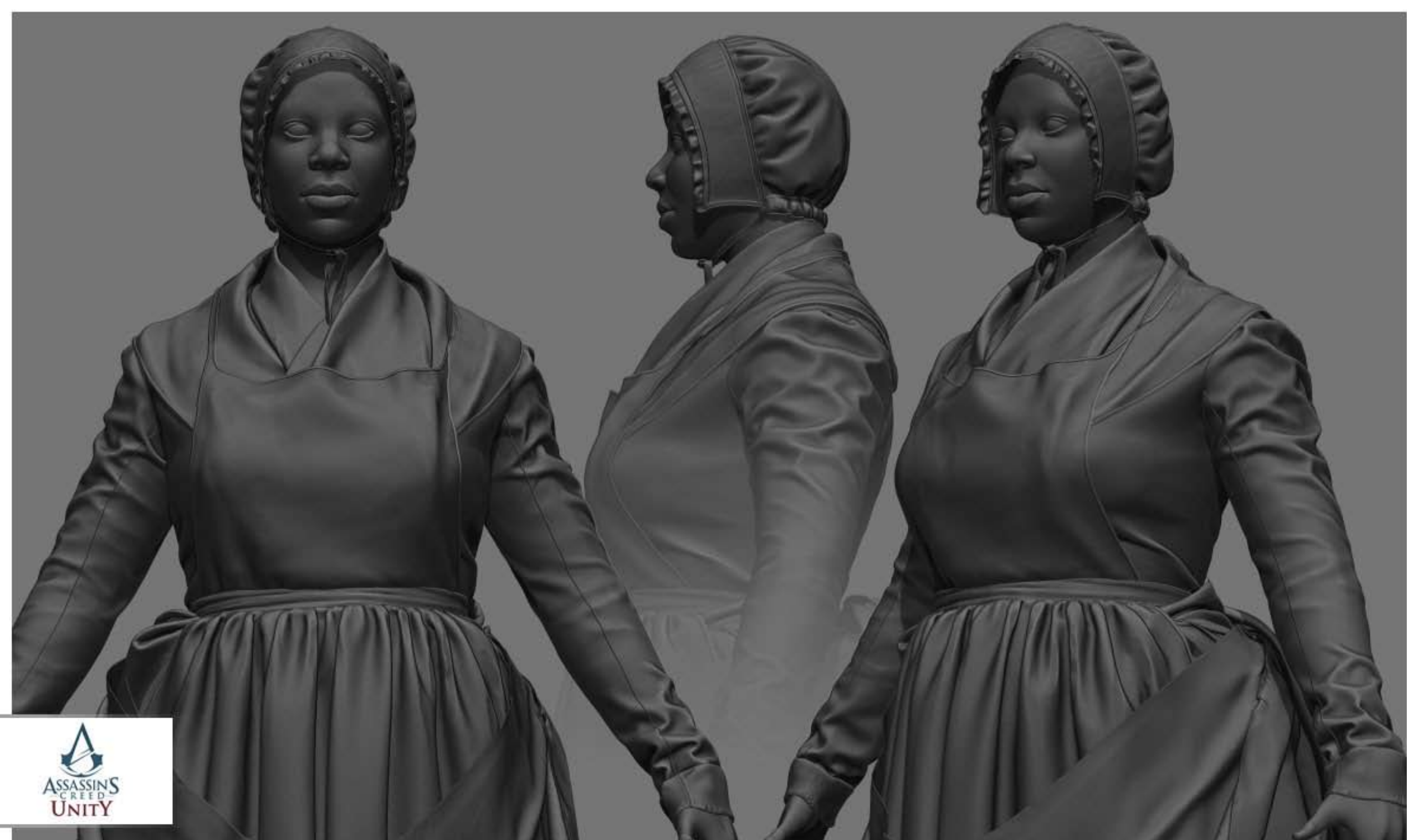


ASSASSIN'S
CREED
SYNDICATE



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High poly

Low poly





Personnal
work 2015



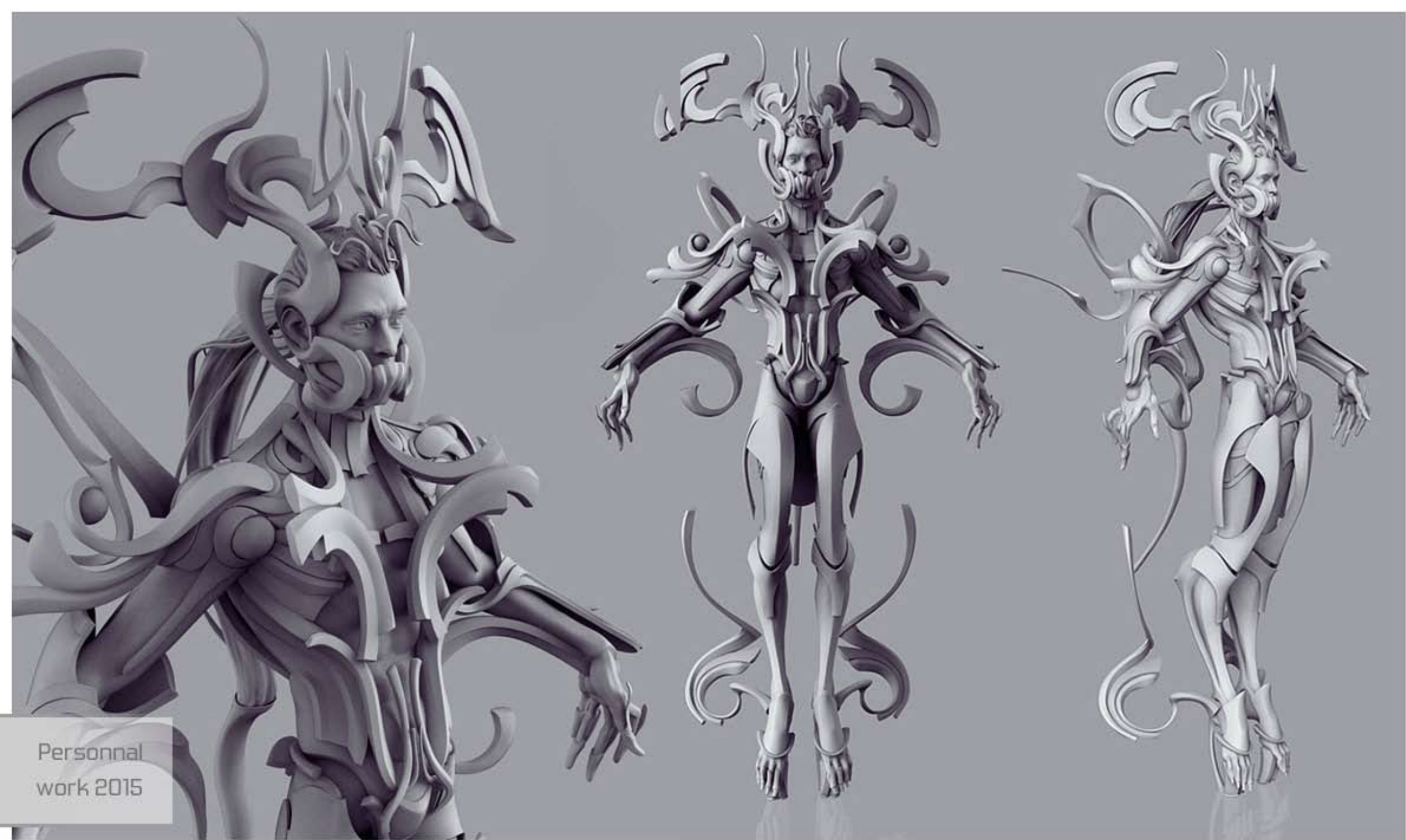
Personnal
work 2015



Personnal
work 2015



Personal
work 2015



Personnal
work 2015



Personnal
work 2015



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