

Todor Malakchiev

3D Artist

Personal Details:

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Nationality: Bulgarian
Date of Birth: 31/03/1995

Profile:

I am an ambitious artist who is motivated to tell rich narratives and convey strong emotions through the art that I create. I want to co-operate but also work alongside some of the most talented people in the industry to create art that has the potential to enhance the experience of the player and strengthen the narrative of the worlds being depicted. I have realized the potential and freedom of this form of media which drove me to explore many 3D software to help fulfill my dream of creating exotic narratives in ambitious worlds whilst also building a career out of my passion.

Work Experience:

BlueSub

- Sofia, Bulgaria
- 3D Artist
- June 2020 - Current day

As a 3D Artist at BlueSub my job is to create high-quality models of fashion and sport apparel from leading industry brands. The projects that I primarily focus on consist of modeling, texturing and rendering sports shoes. In order to create products that live up to the standards of our customers, I improved my communication skills, developed a keen eye for detail, as well as the ability to work with strict client deadlines.

Tiny Giants

- Enschede, Netherlands
- 3D Art Internship
- February 2018 - June 2018

During my internship at Tiny Giants, I worked on an augmented reality mobile game project. My main responsibility was to produce 3D assets for a conceptual pitched product for a client. I created 3D asset lists, modeled the majority of the 3D environmental assets but also prop work. I also textured the majority of the assets for the project using several texturing software (Substance Painter and Photoshop). In addition to these main responsibilities I also conducted the following work:

- Created conceptual art to pitch to investors
- Developed animations for assets
- Composed production meetings with founders and the development team of the project

Fury Studio

- Sofia, Bulgaria
- 3D Art Internship
- February 2017 - June 2017

At Fury Studio I was invited to be a 3D artist for their mobile game “Rage War” for six months in Sofia, Bulgaria. During my time at Fury Studio, I was responsible for the majority of the environmental and prop asset work for the main game. I reported directly to the lead game designer who worked alongside me to lead the 3D art direction for the game. I also created a 3D asset pipeline that helped to reduce production time for the development team. In addition to these main responsibilities I also did:

- Created animations for characters and buildings in Autodesk Maya
- Helped design in improving gameplay feel to enhance player experience
- Created and organized tasks in Jira

Tornado Studio

- Ruse, Bulgaria
- 3D Art Freelancing
- November 2018 - March 2019

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I was contracted by Tornado Studio to create 3D assets based on fitness equipment, skate ramps, and various other requests. I modeled and unwrapped 3D models to help distribute them on TurboSquid.

Tiny Digital Factory

- Enschede, The Netherlands
- 3D Art Freelancing
- July 2018 - October 2019

After being reached out and contacted, I was invited to do freelance work for Tiny Digital Factory to create 3D models. I was exclusively tasked to create licensed real-life racing cars for a mobile game. Using pre-existing assets and blueprints provided by the marquee, my tasks were to lead but also develop a well-represented group of cars that were game optimized, accurate, and textured.

VRC Modding Team

- Enschede, The Netherlands
- 3D Art Freelancing
- January 2019 - May 2019

After my personal project "Super GP" had gained attention, I was contacted by VRC Modding Studio to work on an exclusive digital asset for Assetto Corsa. I was tasked to create an accurately represented NASCAR asset (from the early 2000s) that would be used in-game for a mod in Assetto Corsa. I accurately modeled (interior and exterior) every visible aspect of the homologated 2004 NASCAR cup car.

Achievements:

- Winner of the 2016 Best Second-year Project Game for Hengelo Haem museum.
- Two nominations to the Dutch Game Awards for the second-year project – the team I was in was invited to the Indigo Game Event where we presented the game (R.A.D. Game) to the public and had the opportunity to discuss the game with media and industry professionals in the Netherlands.

Skills:

- During my university study, I became familiar with the use of software such as Autodesk Maya and zBrush for 3D modeling, Substance Painter and Substance Designer for texturing, as well as using game editors such as Unity, Unreal Engine 4, Arnold, Keyshot for rendering and production of 2D digital artwork in Adobe Photoshop.
- I am a proficient user of multiple Microsoft Office applications such as Word, Excel, and PowerPoint which has allowed me to communicate correctly my desires and tasks across multiple projects.

Languages:

I am proficient in both English (IELTS) and Bulgarian (native) language.

Education:

- 2014 – 2018 Bachelor's Degree: Game Creation and Production, Saxion Hogeschool, Enschede, Netherlands
- 2009 – 2014 High School of Mathematics "Baba Tonka" Ruse, Bulgaria

Hobbies and Personal Interests:

In my free time, I like to play video games, spend time with friends, watch various sports, go for a ride with my bike or longboard, attend music events and other social activities. I also have a passion for designing and modeling cars in my spare time.