

Gregory Nachmanovitch

[game development portfolio](#)

Highly experienced Technical Artist, Unreal Engine 5 specialist, and Game Designer with a fine art background and AAA game production experience. I am a co-founder of [INCworks Studio, a commercial 3D production studio](#) that has worked with numerous high profile clients in games, music, fashion, and fine art. Most recently, I worked as Art Director and Lead Technical Artist on the game [Void Climber](#), which was released on Steam in February.

I also maintain a [personal fine art practice](#). I make art and films in game engines, and have participated in solo and group exhibitions internationally.

WORK HISTORY

2024:

Lead technical Artist & Art Director-
Futureperfect Studios “Void Climber”

Lead Animator and UE5 artist-
Miu Miu- F/W 2024 fashion week

2023:

UE5 Environment Artist-
Meghan Thee Stallion “Cobra” MV
Thermonuclear Productions

VFX director, UE5 environment art-
Cecile B Evans- “Reality or Not”

UE5 artist, volumetric capture tech-
Yoom x LA Kings- jumbotron videos

2022:

Unreal Engine director, animator-
Dorian Electra “My Agenda” MV

2020-2021:

Rockstar Games-
Mocap Set Builder & Technician

SOFTWARE PROFICIENCIES

Unreal Engine, Maya, Blender, Zbrush,
Substance Designer, Substance Painter,
Marvelous Designer, Character Creator 4,
SpeedTree, Adobe Suite

SKILLS

- Art direction
- Blueprint scripting
- Environment art
- Character art
- Digital Sculpting
- Texturing
- Procedural workflows
- Material/Shader design
- Optimization
- Low poly game asset creation
- Classically trained in painting/drawing

EDUCATION

Glasgow School of Art (2021-2023) *distinction*

Master of Fine Art:

Fine Art & 3D animation

Pratt Institute (2015-2019)

Bachelor of Fine Arts:

Sculpture & Game Design