

ANDREW ASATIANI

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ENVIRONMENT/3D ARTIST

Environment / 3D Artist with hands-on experience in environment art, level design, 3D modeling, texturing, and scene optimization for interactive projects. Skilled in creating immersive, visually compelling spaces with a strong focus on atmosphere, composition, and environmental storytelling. Proficient in Unreal Engine, Unity, Blender, and 3ds Max, with a background that combines artistic creativity and spatial design thinking. Experienced in collaborating with cross-functional teams to deliver high-quality, performance-conscious environments.

PROFESSIONAL EXPERIENCE

INVITED LECTURER AT BLINK ACADEMY 2026-PRESENT

- **Blender 3D and Environment art** online course, game-ready asset creation, providing visuals, explaining workflow and professional pipeline.

LEAD ENVIRONMENT ARTIST AT RADIUS GAMES 2024-2026

- **Concept Art & Environmental Design:** Developed and executed creative concepts for digital environments, ensuring they aligned with the overall visual style and narrative of the project.
- **Game Level Design:** Designed and built intricate game levels, focusing on layout, lighting, and environmental storytelling to create immersive player experiences.
- **Collaboration & Cross-Disciplinary Work:** Worked closely with game designers, programmers, and other artists to ensure seamless integration of environments into the overall project.
- **Optimization & Performance:** Optimized environmental assets and levels for performance without compromising visual quality, ensuring smooth gameplay across platforms.

3D ARTIST/GAME LEVEL DESIGNER AT GEORGIAN NATIONAL TOURISM ADMINISTRATION 2025

- **3D art/Game Level Design:** Designed and blocked out all the maps for the game called "Georgia's Playground" and its levels. Took part in environment buildings and assets modeling.
- **Project Management:** Managed all aspects of the projects, from initial concept through to final delivery, ensuring deadlines were met and client expectations were exceeded.

- **Cross-Platform Optimization:** Optimized environmental assets for performance across various platforms, ensuring smooth gameplay and visual consistency.

ENVIRONMENT ARTIST/LEVEL DESIGNER AT BASKET ENTERTAINMENT 2023-2024

- **3D Modeling & Texturing:** Created detailed 3D models and textures for various environmental assets, maintaining high standards of realism and artistic quality.
- **Lighting & Atmospheric Effects:** Implemented lighting techniques and atmospheric effects to enhance the mood and visual impact of virtual environments.
- **Optimization & Performance:** Optimized environmental assets and levels for performance without compromising visual quality, ensuring smooth gameplay across platforms.

INTERN ARCHITECT AT ARCHI 2022-2022

- Design private properties;
- Planning commercial real estate;
- Interior Design;

INTERN ARCHITECT AT OPTIMUS 2020-2021

- Domestic electrical wiring system design;
- Domestic water supply system design;
- Domestic ventilation system design;
- Sanitary drainage design.

INTERN ARCHITECT AT FORMAT 2020-2020

- Design of the private properties and overall understanding of architecture.

FREELANCE 3D ARTIST 2020-PRESENT

- **Custom Environmental Design:** Created tailored digital environments for a variety of clients, adapting artistic styles to meet specific project needs and client visions.
- **Game Level Design for Indie Studios:** Collaborated with indie game developers to design and develop engaging game levels, focusing on layout, aesthetics, and player interaction.

- **3D Modeling & Asset Creation:** Produced high-quality 3D models and textures for use in diverse projects, ensuring consistency and visual appeal across different platforms.
- **Concept Development:** Worked closely with clients to conceptualize and develop unique environmental designs that fit the thematic and narrative goals of their projects.

EDUCATION & CERTIFICATIONS

BACHELOR OF TECHNOLOGY
GEORGIAN TECHNICAL UNIVERSITY
MAJORS: ARCHITECTURE AND
URBANISTIC DESIGN
MINOR: 3D DESIGN

SOFT SKILLS

- COLLABORATION
- COMMUNICATION
- PROBLEM-SOLVING
- TIME MANAGEMENT
- CROSS-FUNCTIONAL TEAMWORK

HARD SKILLS

BLENDER; UNITY; SKETCHUP; UNREAL
ENGINE; ADOBE PHOTOSHOP; LUMION;
ENSCAPE; TWINMOTION; SUBSTANCE
PAINTER; ROBLOX ENGINE;