

ROMAN BUGROV, 3D ARTIST

Country Based in London, UK. British Citizen.

Experience Current: Freelance

Mar 2017-Oct 2020: Territory Studio (Junior VFX artist)

Oct 2016-Mar 2017: Territory Studio (Intern)

Education 2020: Vertex School Game Artist (Environment)

2015: Escape Studios Compositing for VFX

2015: Escape Studios Advanced 3D for VFX

2012: BA Illustration, Middlesex University

2008: BSc Computer Science & Games Tech, City University

Software	Maya	3D Equalizer
	Nuke	PFTrack
	Zbrush	Photoshop
	Unreal Engine	Substance Painter
	Marmoset Toolbag	

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