

Ilya Kurkin

3D Pipeline & AI Tooling Engineer

🌐 Bali, GMT+8 • Fully remote • Available full-time

🏆 Professional Summary

3D Pipeline & AI Tooling Engineer with 12 years of professional experience, self-taught. I build production pipelines for 3D game development — from concept through engine integration in Unreal, Unity, and Roblox — and the AI-driven tooling that makes those pipelines faster. Track record of reducing production cost 60% and cutting character pipeline from 2 weeks to 5 days. Recently shipped **Smashline**, a Roblox game built solo in 2 weeks on my own pipeline. Founded **Omni Avatar** (raised funding, ran for a year, paused on ecosystem shift). Led an art team at Moonsama.

<> Core Technical Competencies

● Pipeline Architecture

● AI Tooling for 3D

● Blender

● Substance Painter

● Marmoset Toolbag

● ZBrush

● Unreal Engine

● Unity

● Roblox Studio

Professional Experience 12 years

● Solo Developer — Smashline (Roblox)

Independent

2-week build • 2026

MVP shipped • Roblox

Designed, built and shipped a Roblox game from scratch in two weeks, using my own production pipeline and AI tooling end-to-end. Served as proof-of-concept for the pipeline I would deploy in a team setting.

- Full pipeline ownership: concept → 3D → engine integration in Roblox Studio
- AI tooling integrated for asset generation and iteration
- MVP launched and playable on the Roblox platform

Roblox Studio

Solo Ship

AI Tooling

Production Velocity

● Founder & CEO

Omni Avatar

Apr 2025 - Mar 2026

Funded • Remote

Founded and led Omni Avatar, a unified avatar system for cross-game identity. Reached MVP, raised seed funding, operated with a year of runway. Project paused on ecosystem shift in early 2026.

- Reached MVP and secured seed investment
- Set technical direction and product vision through 1 year of operation
- Paused operations cleanly when the underlying market thesis shifted

Founder

Funded

MVP Shipped

Product Strategy

Senior 3D Technical Artist

Sortium

Aug 2025 - Oct 2025

Contract • Remote

Worked as a Senior 3D Technical Artist on advanced projects including AI Face Generation Tool development.

- Developed technical solutions for AI-driven 3D asset generation
- Optimized face generation workflows and asset pipelines
- Mentored team on technical best practices

AI Tools

3D Technical Art

Pipeline Optimization

3D Environment Artist

Seedify

May 2024 - Oct 2024

Full-time • Remote

Developed a pipeline for modular environment assets that solved Texel Density issues and reduced draw calls.

- Created a system of mini-modular parts with minimal materials to build larger assets
- Developed the pipeline from scratch based on research and problem analysis
- Implemented efficient UV mapping for optimal texture usage

Blender

Substance Painter

Environment Design

Lead 3D Artist

Moonsama

Dec 2023 - Apr 2024

Full-time • Remote

Led a team of 3 artists for a WEB3 gaming platform, establishing pipelines and creating character assets.

- Developed character pipeline that reduced production time from 2 weeks to 5 days
- Created technical documentation for consistent asset quality
- Managed team workload and provided technical guidance

Team Leadership

Pipeline Development

Character Design

3D Artist / Generalist

Moonsama

Apr 2022 - Dec 2023

Full-time • Remote

Worked in a small startup team handling various tasks from 3D modeling to animation and development.

- Reduced 3D model production costs by 60% through optimized workflows
- Developed LOD system that improved game performance by 20%
- Created custom shaders for efficient material usage

Blender

Substance Painter

Marmoset Toolbag

3D NFT Artist

RMRK

Aug 2021 - Jul 2022

Full-time • Remote

Created unique, limited-edition 3D NFT collections that were featured in digital exhibitions across Europe. Developed optimized 3D assets for blockchain platforms with a focus on artistic value and technical efficiency.

- Created unique 3D collections that found dedicated collectors in the NFT space
- Developed generative collections for clients, including optimized character parts for generation
- Provided art direction and created marketing materials for NFT projects

Blender

Web3

NFT Development

Art Direction

Graphic Design Artist

Freelance & Studio Founder

Aug 2015 - Oct 2021

Saint Petersburg, Russia • Remote

Started commercial design work at age 17, creating unique content for online communities. Evolved skills over several years to establish a small graphic design and project packaging studio by age 20, successfully handling commercial projects worth thousands of dollars.

- Progressed from creating \$7 illustrations to managing multi-thousand dollar projects
- Founded and operated a small graphic design studio focusing on project packaging
- Transitioned from 2D to 3D design, building foundational skills

Photoshop

Adobe Illustrator

Brand Design

Entrepreneurship

Technical Skills & Software 12 years

3D Modeling & Texturing

Blender ZBrush Substance Painter Marmoset Toolbag Hard-Surface Modeling
Organic Modeling UV Mapping Retopology

Game Engines & Pipeline

Unreal Engine Unity Roblox Studio Pipeline Development Performance Optimization
LOD Systems Modular Asset Architecture Asset Management

AI Tooling & Production

AI-Driven Tooling for Game Dev Workflow Automation Adobe Creative Suite
Small Team Leadership Technical Documentation Research & Prototyping