

PETER YESAYAN

CHARACTER ARTIST

CONTACT

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ABOUT ME

I am a Los Angeles-based 3D Character Artist with a lifelong passion for creating immersive and captivating experiences, aiming to inspire the same sense of wonder in audiences that I felt growing up with video games and movies.

SUMMARY OF SKILLS

Modeling and Design

- Able to sculpt characters and props with purpose, giving them narrative and life
- Extensive knowledge of softwares currently used in modern game studios
- A keen eye for hitting visual targets and fast iteration based on feedback with peers

Communication

Able to clearly communicate ideas with colleagues
Good at reaching a solution with others in a collaborative environment

PROFESSIONAL EXPERIENCE

Orbifold Studios

July 2024 - November 2024

Volunteer work for NVIDIA's RTX Remake for the critically acclaimed Half Life 2 game. I worked with the Orbifold team and contributed to multiple materials made for the game. I was able to collaboratively work with the team and provided and recieved feedback during my time there.

AWARDS/RECOGNITION

Best of Term \ Character Games February 2024
Gnomon School of VFX

Scholarship Award for Artistic Excellence March 2022
Gnomon School of VFX

DIGITAL SKILLS

3D & Game

ZBrush
Maya
Substance Painter
Substance Designer
Unreal Engine

2D ART

Adobe Photoshop
Adobe After Effects

EDUCATION

Gnomon School of Visual Effects, Games, & Animation

BFA in Game Design
January 2025

LANGUAGES

English / Native

INTERESTS

Dogs, Cinematography, 3D Printing, Game Design