



ILLIA CHERKASOV

ENVIRONMENT ARTIST



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Profile

Senior Environment & Material Artist with over 7 years of experience in the AAA games industry. I specialize in creating immersive environments, detailed props, and smart procedural materials, using modular systems, Houdini, Substance Designer, and Unreal Engine 5. I'm passionate about storytelling through space, optimizing production pipelines, and mentoring teams.

Work Experience

2024 – Present

2K Games

Senior Environment & Prop Artist

Projects:

2 unannounced game

Created modular architectural kits and high-quality props

- Created high-quality procedural materials using Substance 3D Designer
- Managed and maintained the studio-wide material library and standards

Set up QA benchmarks and supported optimization workflows

- Collaborated with leads and directors to ensure artistic consistency and timely delivery

2023 – 2024

Avalanche Studios Group

Material Artist & Environment Artist

Projects:

Nintendo unannounced game

Developed advanced procedural materials for terrain, vegetation, and architecture

- Built environment generation tools in Houdini to speed up biome/world production

- Created photorealistic & stylized landscapes using hybrid workflows

Provided material and shader support across multiple environment teams

- Designed and built modular architectural kits for immersive environments

2022

SadSmile Collective

Lead Artist

Projects:

Ghostrunner 2
Unannounced game from 4A Games

Directed and reviewed environment and prop art across multiple external studios

- Led mentoring sessions for artists, producers, and managers across remote teams

- Defined project milestones and scoped team delivery capacity

Collaborated with creative leadership to maintain visual direction and production quality

- Created documentation and best practices for clients and internal training

2020 – 2022

GSC Game World

Environment Artist

Projects:

S.T.A.L.K.E.R. 2:
Heart of Chernobyl

Created modular architectural kits and high-quality props

- Developed procedural materials and optimized assets for open-world usage
- Processed and cleaned photogrammetry scans captured on-location in Chernobyl

Worked directly with environment leads and level designers

- Helped integrate scanned assets into the game pipeline and build realistic Soviet-era settings

2020 – 2022

Freelance & Outsource

Junior Prop & Environment Artist

Projects:

PUBG
Metro Exodus Squad
World of Tanks

Created low-poly and high-poly props, architecture, and world assets

- Sculpted and textured assets using PBR workflows in ZBrush and Substance

- Delivered optimized content with custom LODs, collisions, and UVs

Built tileable and trim-based textures, set up materials, and prototyped kits

- Communicated with remote teams to troubleshoot technical challenges

Objectives

Build immersive environments that tell stories without words — through mood, scale, lighting, and material language.

Education

Bachelor

Priazovsky State Technical University
2016–2020
Mariupol – Ukraine

Certifications

CGMA

Environment Art for Games
Peyton Varney

CGMA

Advanced Substance for Environment
Ben Keeling

Epic Games

Unreal Engine Level Design Fundamentals
Lucas Haley

