

Anastasia Neustroeva

3D Character Artist

Belgrade, Serbia | sofoxic@gmail.com

Portfolio: <https://www.artstation.com/sofoxic>

LinkedIn: <https://www.linkedin.com/in/anastasia-neustroeva-15a98125a/>

Work authorisation in Serbia | Open to remote roles and relocation with employer support

PROFESSIONAL PROFILE

3D Character Artist with portfolio work across stylized/anime and realistic character studies, plus studio experience creating production-ready stylized/anime characters for Unreal. 3D workflow after concept handoff covers sculpting, retopology, UVs, baking, texturing, and final refinement. Strongest in faces, silhouettes, form flow, anatomy correction, texture quality, and matching lead art direction.

EXPERIENCE

3D Character Artist - ComonGames

Remote | October 2024 - Present

- Created 5 production-ready stylized/anime characters for Unreal, owning all 3D stages after concept handoff: high-poly sculpting, retopology, UVs, baking, and texturing.
- Built real-time character assets within technical constraints of up to 50k polygons, 4K textures, and 1-2 UV sets.
- Refined the main character's anatomy, body proportions, hair visuals, silhouette, and form flow; also gave feedback on texture quality.
- Reworked outsourced character assets by correcting forms and proportions to improve style consistency and production readiness.

SELECTED PORTFOLIO WORK

Paladin - Real-Time Character Project

May 2024 - September 2024

- Completed a full-pipeline real-time character project from high-poly sculpt to final Unreal renders, focusing on material quality, texture quality, and anatomical likeness to the actor reference.
- Built the project through the full character-art workflow: sculpting, retopology, UVs, baking, texturing, and final presentation.

Écorché - Anatomy / Form Study

February 2026 - July 2026

- Completed and rendered an écorché anatomy project focused on proportions, form construction, and anatomical accuracy for character art.

SKILLS

Character Art: Stylized/anime and realistic characters, real-time character pipeline, production-ready Unreal assets, cel-shading-oriented assets, face sculpting, silhouette and form flow, anatomy correction, retopology, UV mapping, baking, texturing

Software: ZBrush, Maya, Substance Painter, RizomUV, Unreal Engine, Marmoset Toolbag, Photoshop

EDUCATION

Novosibirsk State Pedagogical University

September 2018 - June 2022

Bachelor's Degree, English Language Teaching

TRAINING

3D Monsters School - Real-Time Character "Paladin"

May 2024 - September 2024

Full game-character pipeline

Sculpt Art - Écorché / Plastic Anatomy

February 2026 - July 2026

Anatomy, proportions, and form construction for character art

LANGUAGES

- Russian - Native
- English - B2
- Serbian - B1