

ALEKSANDER GASIOR

Illustrator | Character & Hard-Surface Modeler



CONTACT

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PORTFOLIO

Twitter : <https://x.com/agraphicarts1>
Website : aleksandergs32.com/ag-portfolio
ArtStation : <https://www.artstation.com/iyaman>

PROFILE

I'm a 3D artist with a passion for bringing characters to life, whether through sculpting detailed models, designing expressive silhouettes, or building game-ready assets. My background in games design has given me hands-on experience with tools like Maya, Substance Painter, and Unreal Engine 5, and I enjoy working closely with others to bring ideas from concept to final render. I love working on characters and games that tell a story, and I'm always looking for new ways to grow, whether that's picking up a new technique or just experimenting creatively.

HOBBIES

- Mountain Biking
- Swimming
- Drawing
- 3D Modeling
- Gaming

SKILLS

- Maya
- Unreal Engine 5
- Substance Painter
- Marvelous Designer
- Unity
- Clip Studio Paint
- Photoshop
- Illustrator

LANGUAGES

- English
- Polish

EXPERIENCE

3D Modeling Artist (Freelance)

CG Hero Ltd

08/2025 - 09/2025 Remote

- Produced high-quality modular props assets for Epic Games Unreal Engine FAB Marketplace
- Created realistic 3D models using industry-standard modeling workflow
- Delivered clean assets with proper UV's, pivots, naming convention and scale
- Collaborated with a small team including level designers and lighting artists

3D Environment Artist (Client Project via Bootcamp)

Dj Dex

06/2025 - 07/2025 Remote

- Developed a 3D environment in Unreal Engine 5 for a live DJ performance backdrop
- Collaborated with a team to plan, design, and deliver the final project
- Responsible for concepting and arranging premade assets alongside original models to build a cohesive scene

Cleaner (Part-time)

Darwen Health Center

06/2024 - 08/2024 Darwen

- Maintained high standard of hygiene in a healthcare environment with minimal supervision

Lifeguard (Full-time)

Total Fitness Preston

06/2023 - 08/2023 Preston

- Ensured patron safety in a busy team-based aquatic environment

EDUCATION

BSc Games Design and Production (Hons)

University of Salford - Achieved: 2:1 (Second Class Honours, Upper Division)

2022 - 2025

- Focused on 3D character modeling, rigging and Unity Development
- Created playable prototypes and game-ready environments in team projects like our game Chrojin
- Learned industry pipelines like Maya, Substance, Zbrush, Unity

A-Level Art & Design Graphic Communication

Darwen Aldridge Community Academy

2020 - 2022

Also studied:
A-Level Polish
BTEC Information Technology
BTEC Business