

IDRIS TALIBOV

ENVIRONMENT AND MATERIAL ARTIST

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Open to relocation and remote

[Artstation](#) [Linkedin](#)

SUMMARY

3D Environment and material artist dedicated to crafting believable worlds that tell stories through atmosphere and detail. Focused on realism, modular design, and efficient workflows for next-gen games. Also, someone who really enjoys making materials and trying new things.

SOFTWARE

- Blender - Advanced
- Substance Designer - Advanced
- Substance Painter - Intermediate
- Unreal Engine - Intermediate
- Unity - Basic
- Zbrush - Intermediate
- Speedtree - Intermediate
- RizomUv - Intermediate
- Marmoset Toolbag - Intermediate
- Photoshop - Intermediate

SKILLS

- 3D Modelling, Texturing and Uv unwrap
- PBR Material creation
- Modularity
- Kit Creation
- Sculpting
- Photogrammetry
- Lighting
- Set dressing

PROFESSIONAL EXPERIENCE

Witch Hunt - Environment and Prop artist (Unity)

Jan 2024 - Mar 2025

- 2D map drawing (how the city will look and the determination of areas).
- Creating modular building models and modular roads for the city.
- Set dressing of the entire city.
- Modeling props, UV unwrapping, and texturing.

Freelance - Roblox, Minecraft

- Modeling buildings for a Roblox game.
- Creating props for use in Minecraft.

LANGUAGE

- English - Intermediate
- Azerbaijani- Native
- Turkish- Fluent

EDUCATION

Azerbaijan Technical University

Sep 2016 -2020

Bachelor of Computer engineering (Incomplete)

Course: Sierra Divison

Crafting Environments: Career Kickstarter-Alex Beddows

Oct 2025- Dec 2025