

CONTACT

Location
Rivne, Ukraine

Availability
Full-time · remote or on-site (Rivne)

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Website
bovtiiev.art

LANGUAGES

Ukrainian	native
Swedish	B1
English	A1

SKILLS

- Hard-surface modeling
- Product / technical modeling
- Real-scale modeling for manufacturing
- 3D-print preparation
- Hand-painting, weathering, stylization

SOFTWARE

- Blender — primary
- Autodesk 3ds Max
- Quick to learn new tools

EDUCATION

IT STEP Computer Academy

3D Design (Autodesk 3ds Max)

2025 — present

Bohdan Bovtiiev

Junior 3D Artist · Hard-surface & Product Modeler

PROFILE

Junior 3D artist specializing in hard-surface and product modeling in Blender. I came into 3D through engineering design and 3D printing of real-world parts — from functional automotive components to custom devices — and I bring that technical precision into game-ready props and artistic work. Fast learner, eager to specialize within a team's direction.

PROJECTS

Automotive parts design

Technical parts for 3D printing: real-scale modeling, printability preparation, full cycle through to the finished part.

S.T.A.L.K.E.R. universe props

Artistic hard-surface props: modeling, 3D printing and [hand-painting with stylization](#) in a miniature-painting approach.

Full cycle: model → print → finish

Comfortable across the whole pipeline — from the digital model and print prep to priming, painting and weathering of the final part.

ADDITIONAL

Radio amateur · electronics enthusiast

Hands-on understanding of how real devices and mechanisms work — a strong foundation for technical and product modeling.