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ONTHEPRODUCT

DENYS KOVALENKO

PROFFESIONAL SUMMARY

Experienced Founder/3D Designer with a great track record of leading and improving teams. I'm good at planning ahead, managing money, and helping people work better together. I know how to spot good opportunities and use smart business plans. I keep up with the latest trends and new ideas in my field. Skilled at making cool 3D art for all sorts of projects, like movies, games, and animations. I've done well with lots of different techniques and jobs. I always make sure my work is top-notch. I'm eager for new challenges. I know a lot about making graphics and designs for ads.

Education

Productize | Agency Business
Remote | February 2024

Agency Navigator | Agency Building
Remote | August 2023

VideoSmile | Cinema 4D
Remote | October 2021

High School Diploma | School №2
Lviv, Ukraine | May 2021

Languages

Ukrainian

English

Russian

Dutch

SKILLS

- Animation
- Graphics Design
- Editing
- Advanced 3D Modelling
- 3D Texturing
- Team Leadership
- Marketing
- Entreprenurial and Innovative
- Entreprenual Personality
- Strategic Thinking
- Team Development
- Social Media Management

WORK HISTORY

Founder, OnTheProduct
Leuven, Belgium | November 2023 - Current

- Founded Design agency that have multiple current clients from all over the world
- Managing to lead the group of people to work on a project
- Delivering realistic and high quality result to our clients

3D Freelancer, Various Clients
Remote | November 2019 - Current

- Managed multiple projects simultaneously while maintaining a high level of attention to detail and organization.
- Enhanced client satisfaction by delivering high-quality work within deadlines.
- Analyzed user feedback to gather input and identify areas required for improvement.

3D Artist, Upwork
Remote | October 2019 - Current

- Worked with multiple clients and designers to execute projects on time and within budget constraints.
- Consistently met deadlines through effective time management and prioritization of tasks.
- Conducted modeling and texture optimization for real-time 3D applications.

3D Generalist, Digital Razor
Remote | March 2020 - July 2022

- Delivered photorealistic textures by utilizing Keyshot for various projects, ensuring consistency across all assets.
- Utilized Cinema 4D and Octane Render for modeling, rigging, and animating complex 3D assets to meet project deadlines.

HOBBIES

I am really enthusiastic in different kind of tech. I have a lot of different devices, like audio cards, PCs, etc. For some reason everything related to tech is very interesting for me, so I am trying to know everything about the latest releases, and try to get my hand on the most interesting ones.