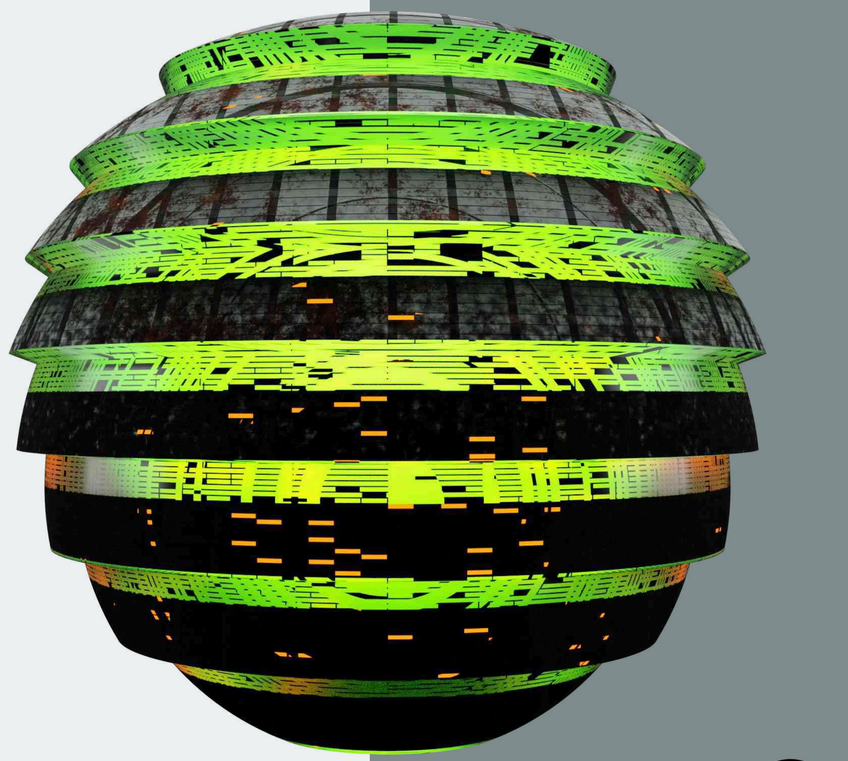
IVAN ILIEV

2025



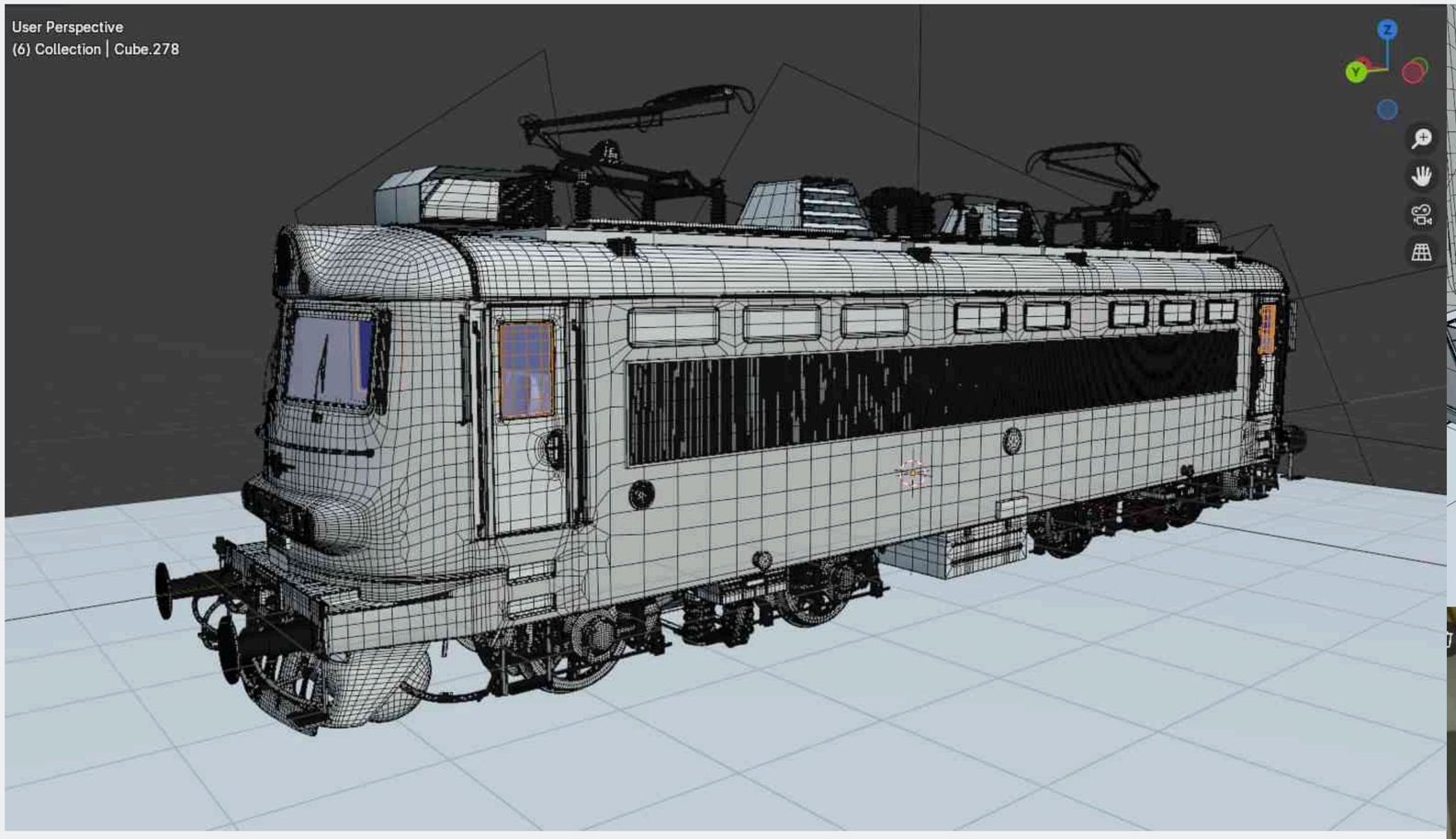
PORTFOLIO

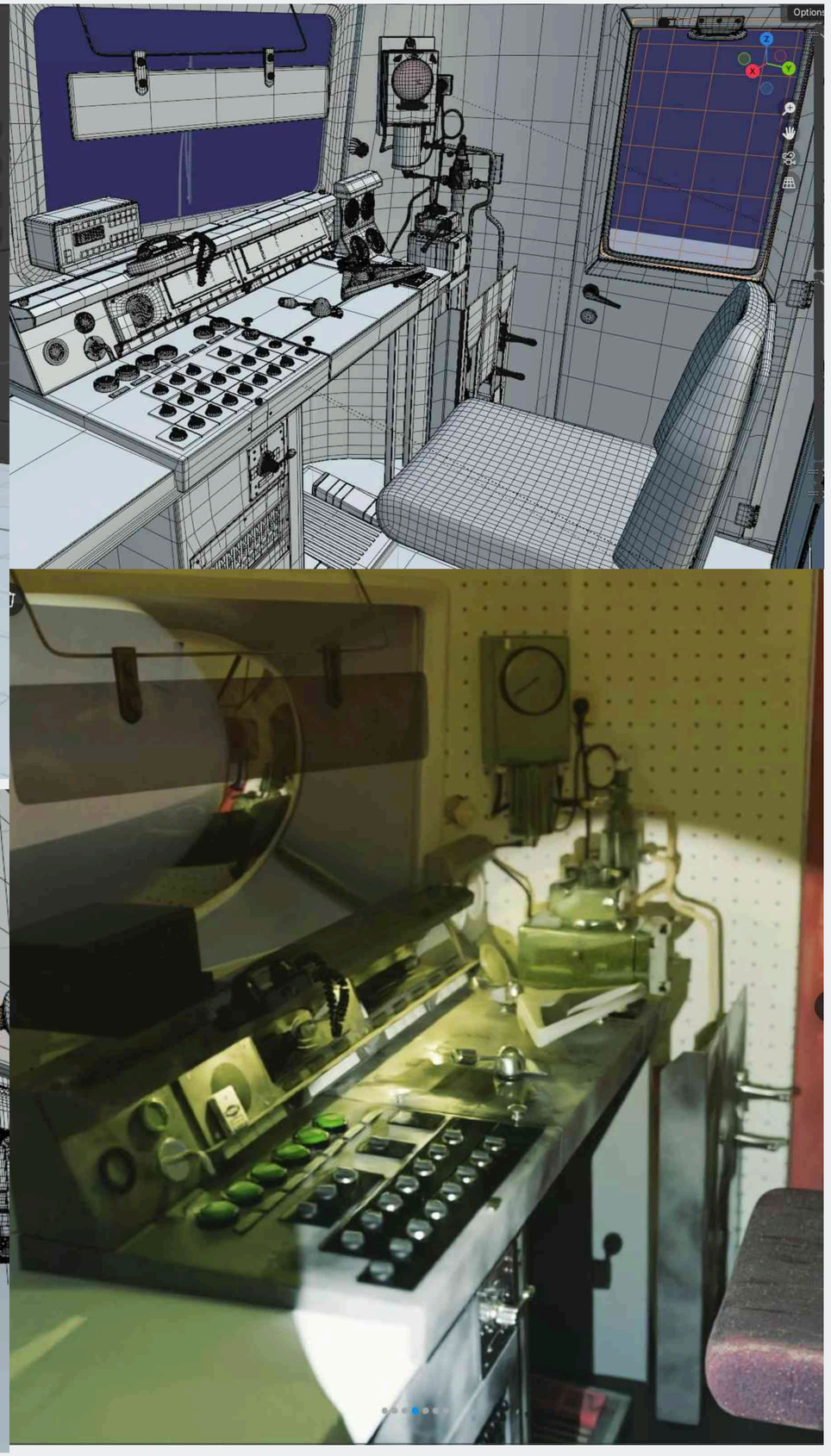
Škoda 68E Surface modelling + Textures WIP - 2024

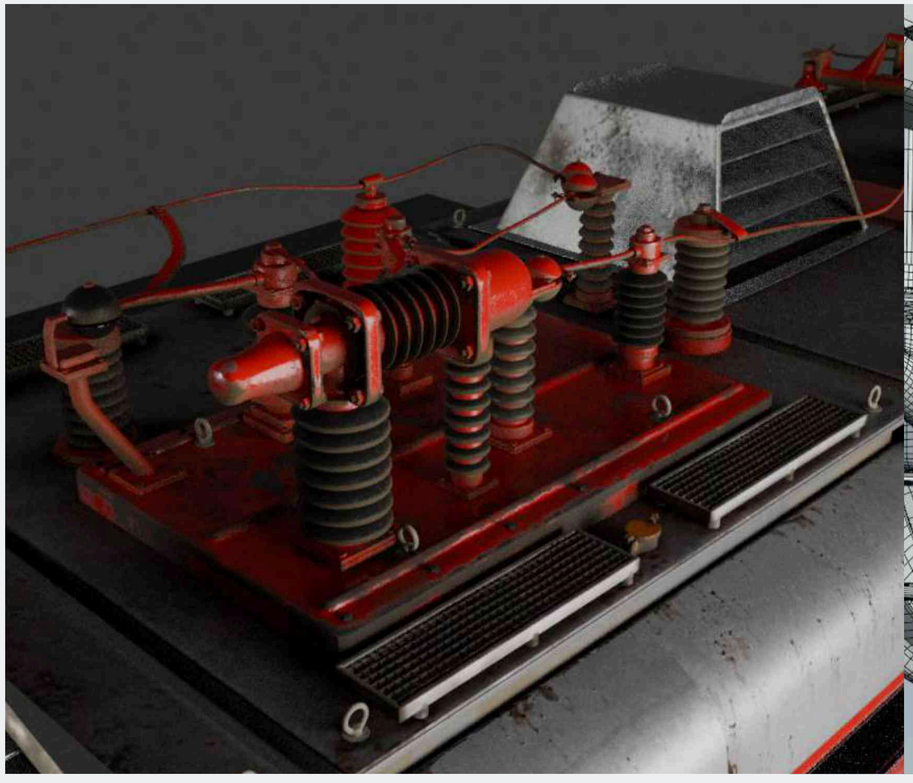
Ivan Iliev

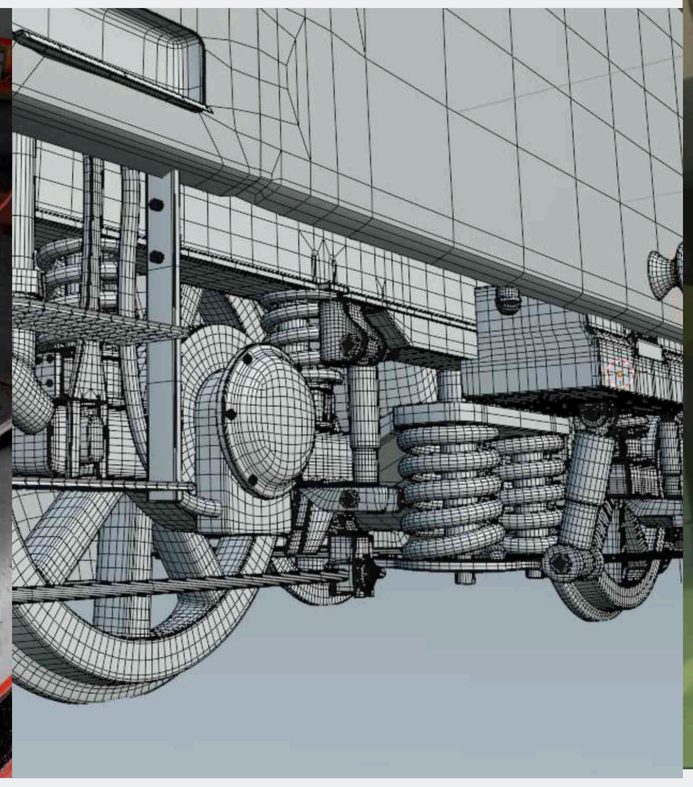
Škoda 68E Surface modelling WIP

Ivan Iliev



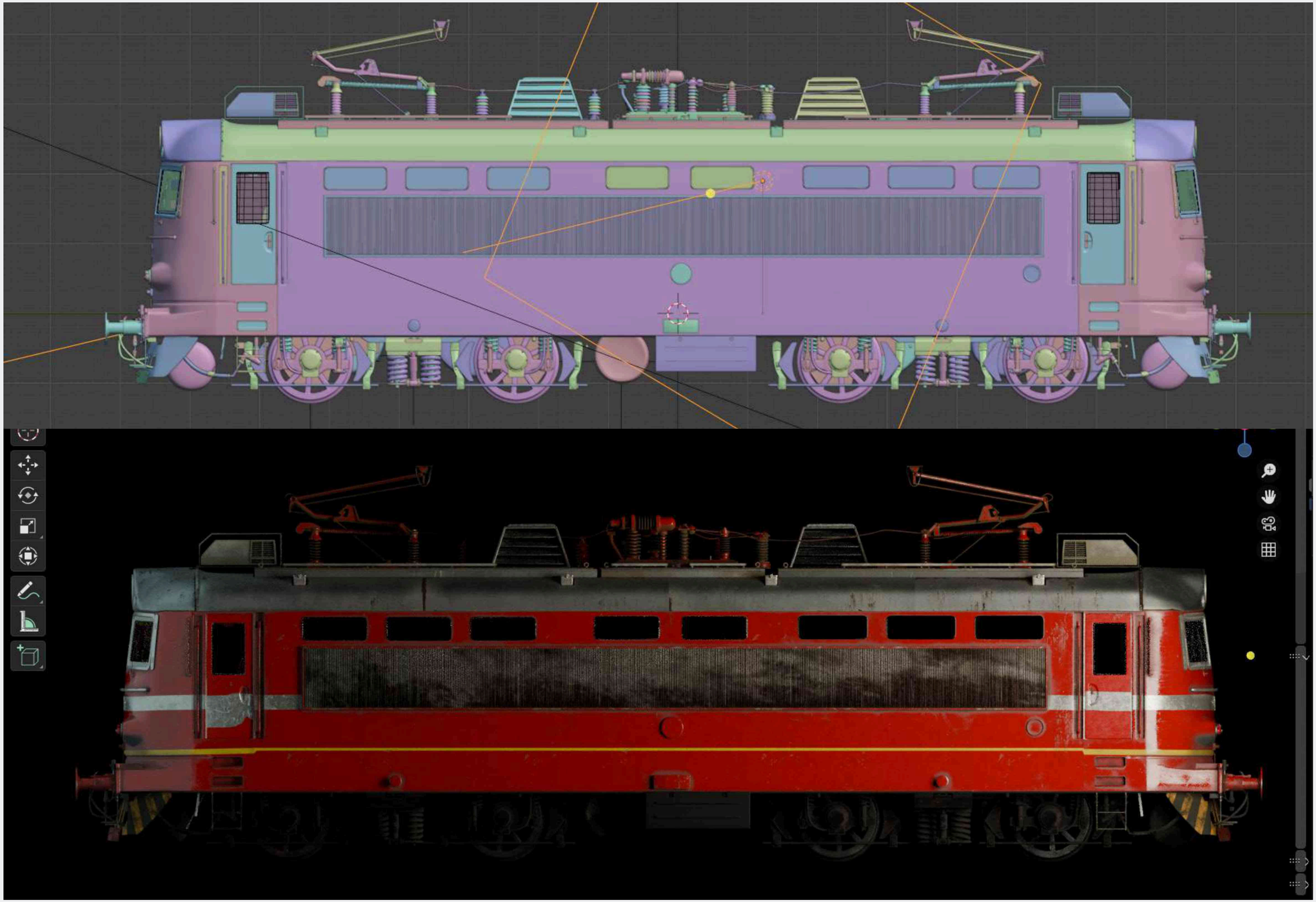




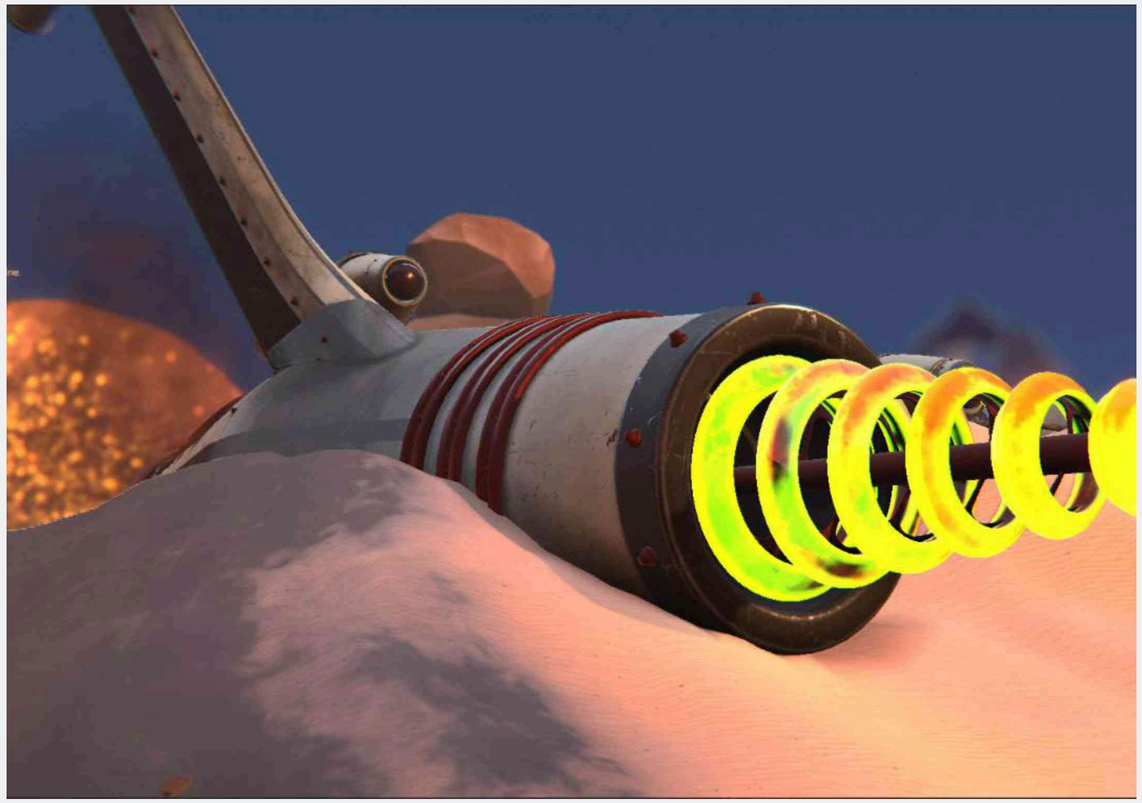


Škoda 68E Surface modelling WIP

Ivan Iliev



Splat Crash - PC Game SoSe2024 GAMEFABRIKIII



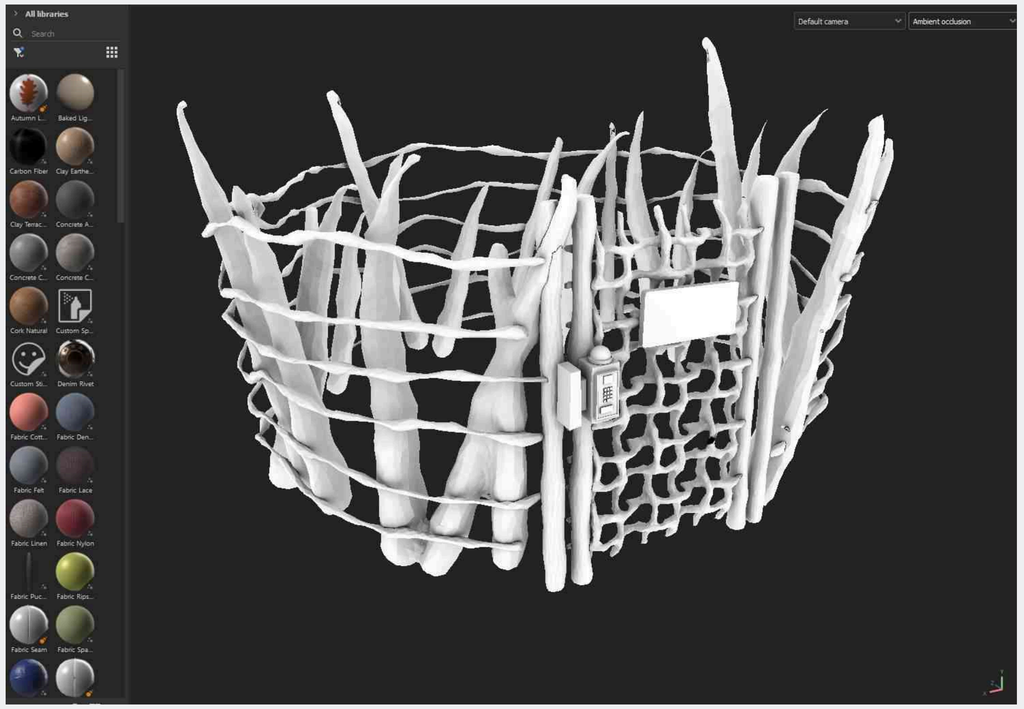
I made the environment modeling, animations, texturing, and the majority of the code(myself and AI generated).

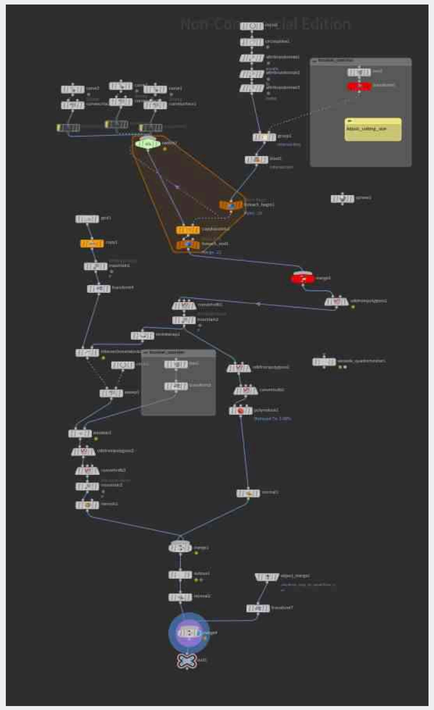
Splat Crasht, a daring space adventurer, crash-lands onto a distant planet far away from his civilization. In order to return home, he must scavenge for components to repair his damaged spaceship. However, as he navigates this unfamiliar terrain, numerous dangers lurk around every corner, presenting him with perilous challenges along the way.

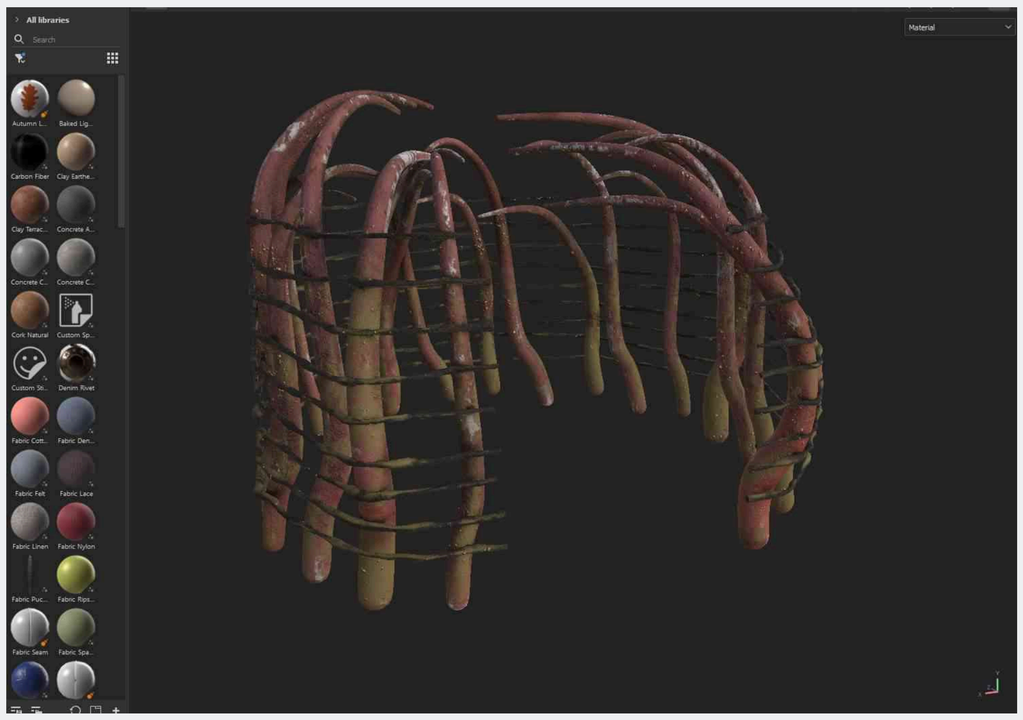
Credits:
Anoth Konesakurunathan: Development
Jakob Albrecht: Development
Ivan Iliev: Development/Visual Design
Andy Reise: Visual Design
Concept & Story: All

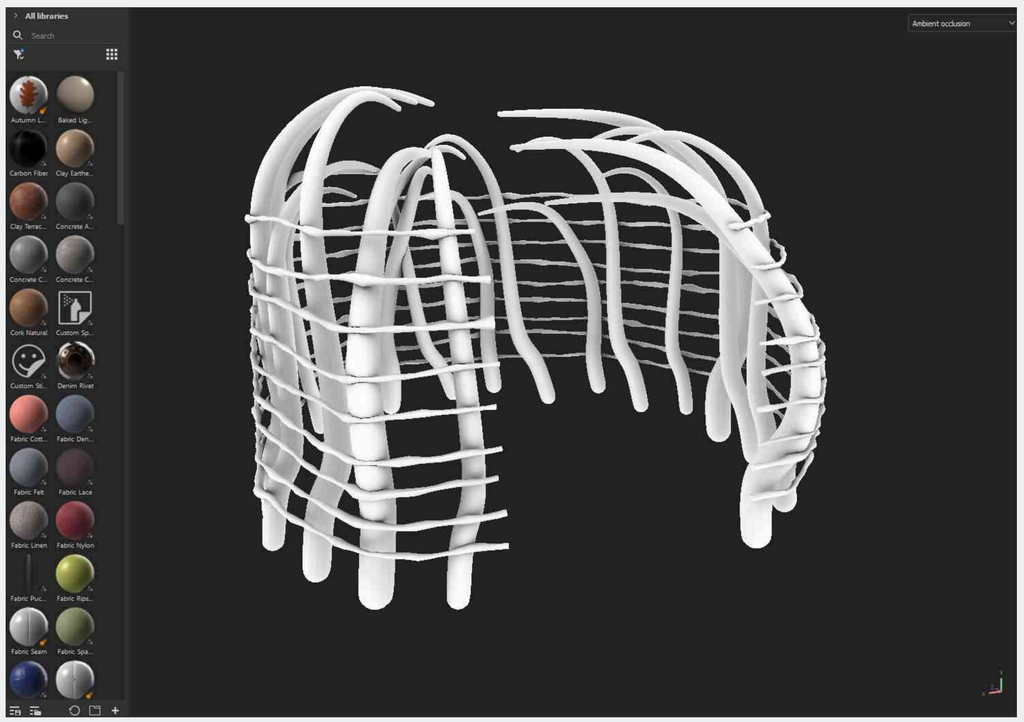
Splat Crash - PC Game SoSe2024 GAMEFABRIKIII

Splat Crash – PC Game SoSe 2024 GAMEFABRIKIII – Houdini Procedural Assets









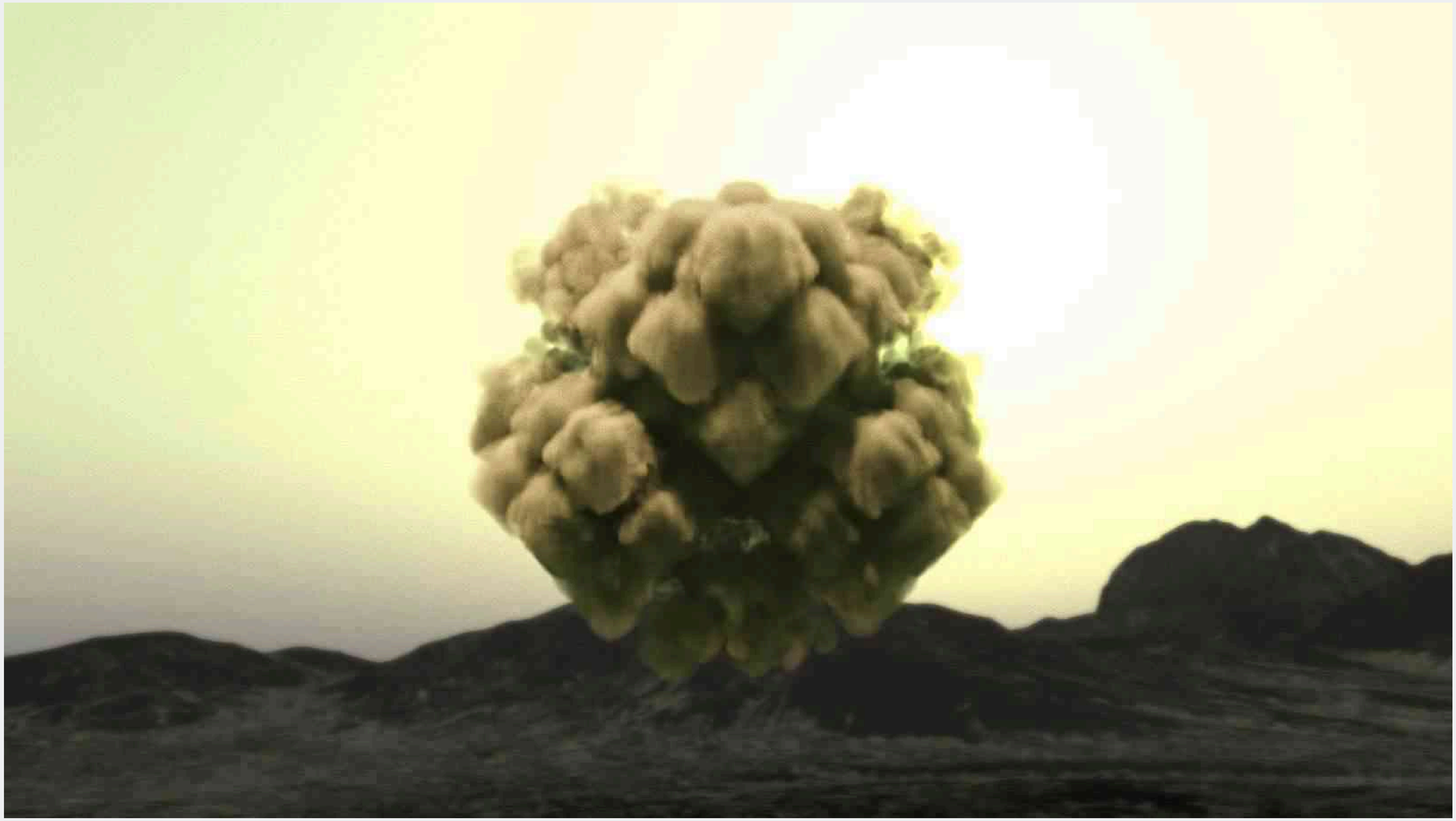
Clowning Around - PC Game SoSe2023

A game developed at **Gamefabrik II Project Module**
Developed by:
Marina Ramoska Vissotto
Ivan Yordanov Iliev
Jakub Hoffman
Danil Gusev

I made all environment modeling and design, animations, texturing , custom shading and the some code. I didn't design characters and their animations.

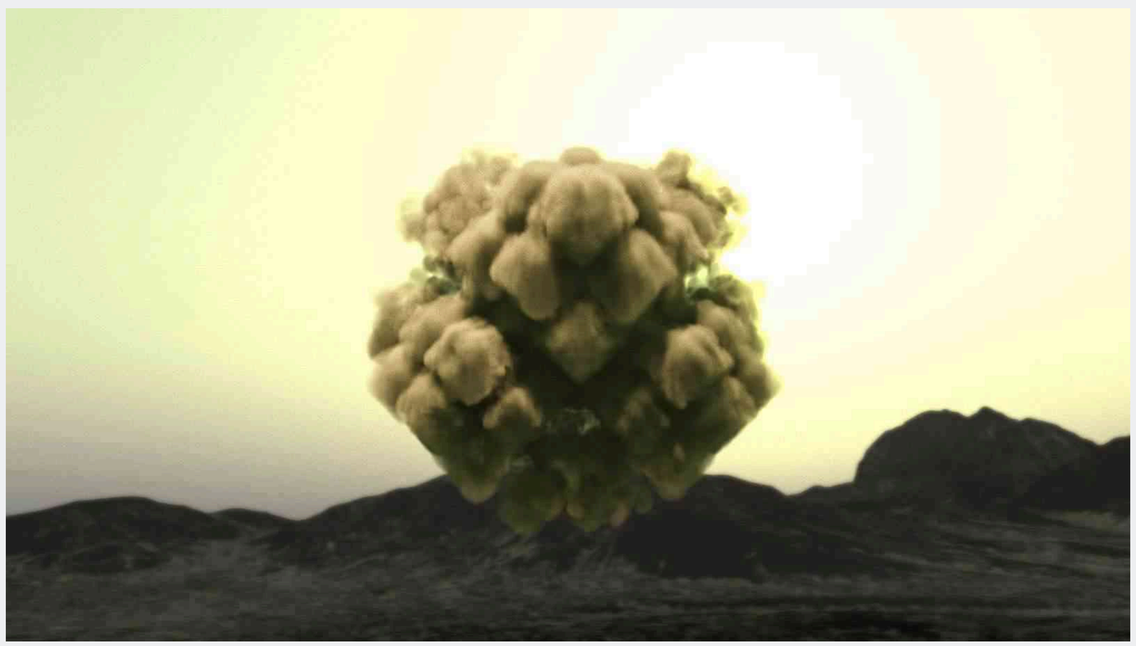
TICKETS
Ice Cream

2024 Kreative Erzählkunst-Expressive3D-Animation in Blender-Houdini



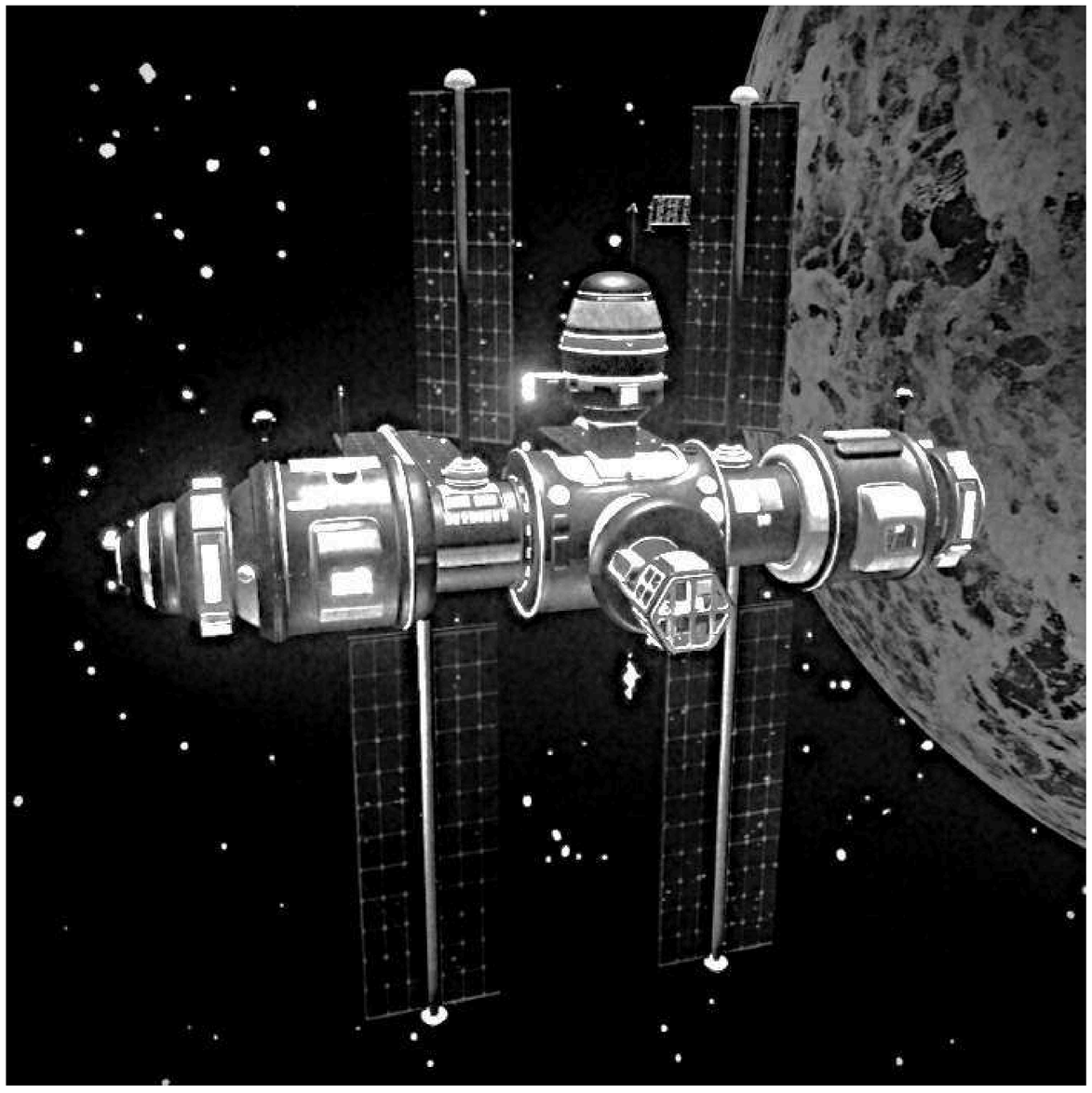
Fractal-driven smoke animations created in Houdini, rendered in EEVEE.

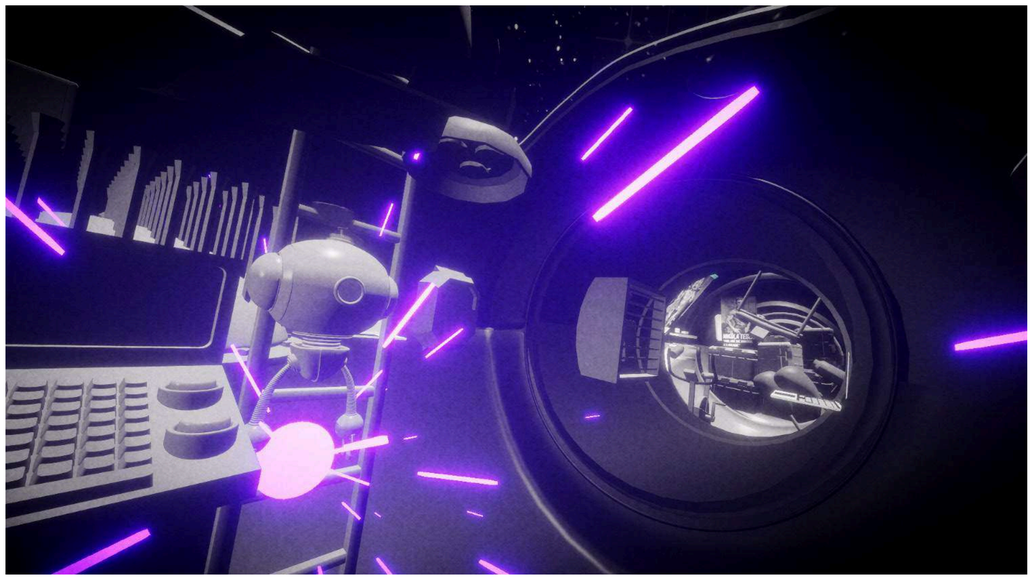
Kreative Erzählkunst-Expressive3D-Animation in Blender

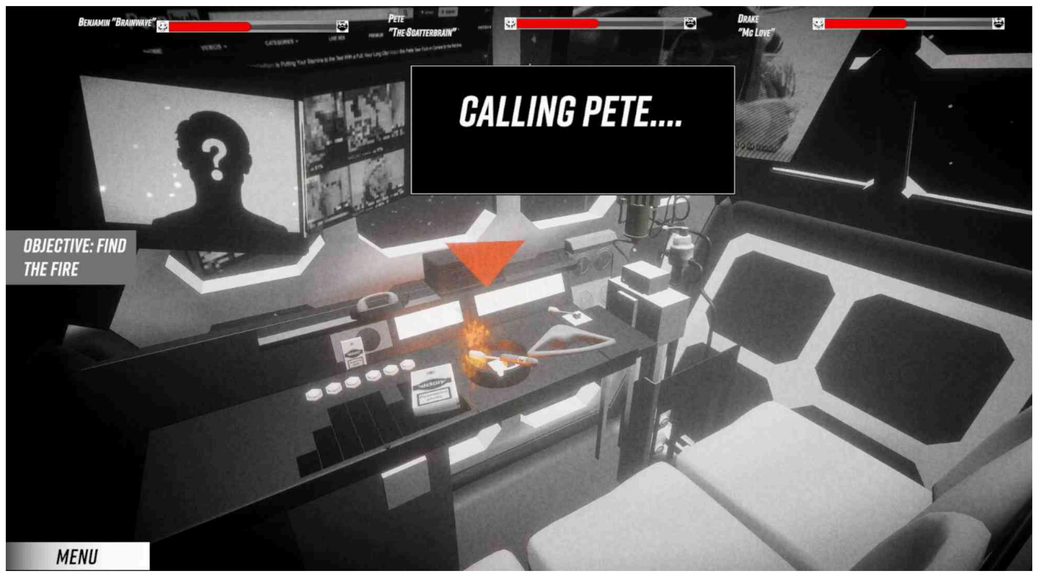


AstralAnarchy:The Moral Quandary -Game Technical Demo 2024

Ivan Iliev





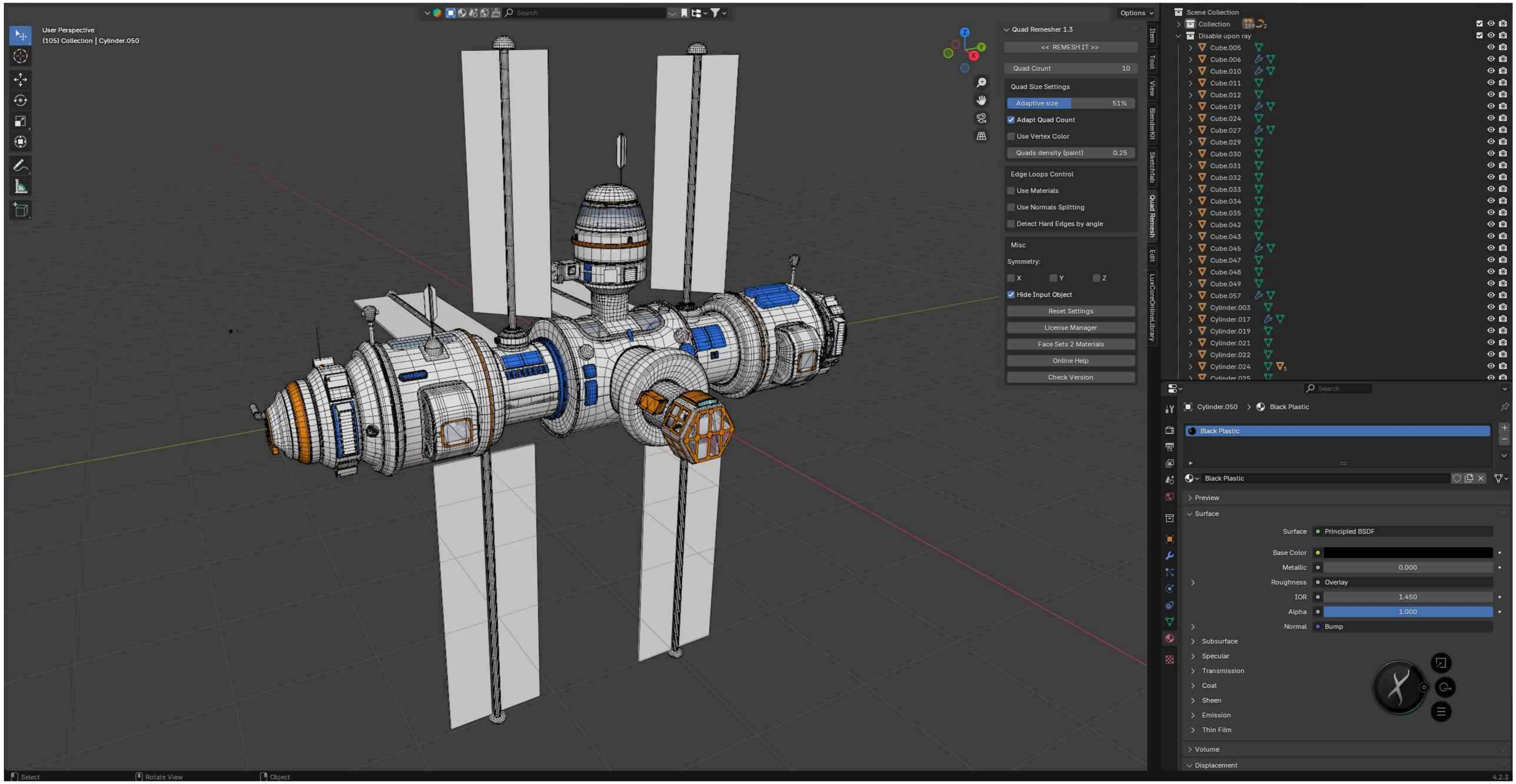


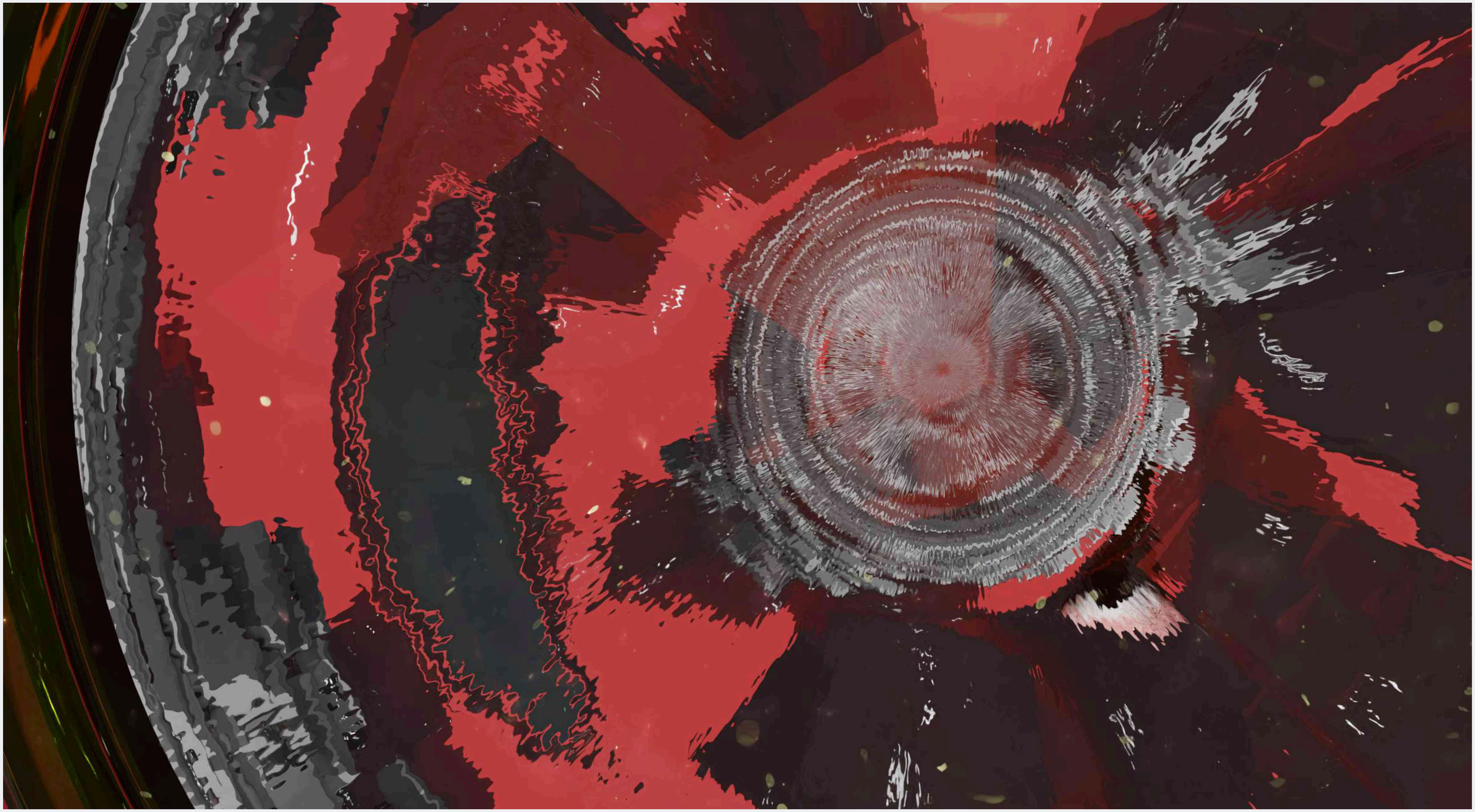
The Moral Quandary, where you must manage the unpredictable chaos of a spaceship – unless your insane crew drives you mad first. As the captain (or captains), it's up to you to navigate this galactic wreck through the vastness of space without ending up in an interstellar disaster.

Credits:
Ivan Iliev: Development/Visual Design
Andy Reise: Visual Design

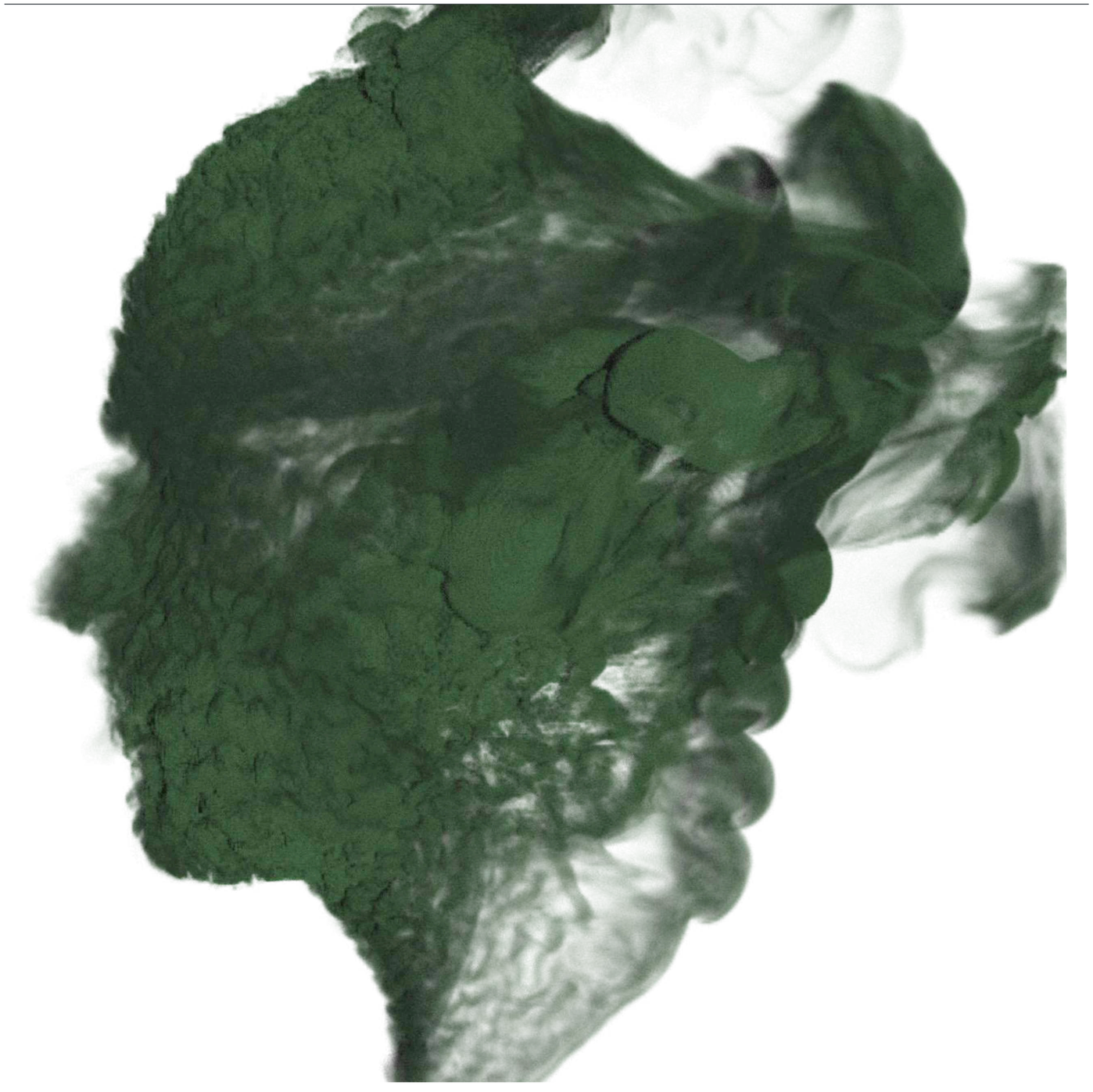
AstralAnarchy:The Moral Quandary -Game Technical Demo 2024

Ivan Iliev





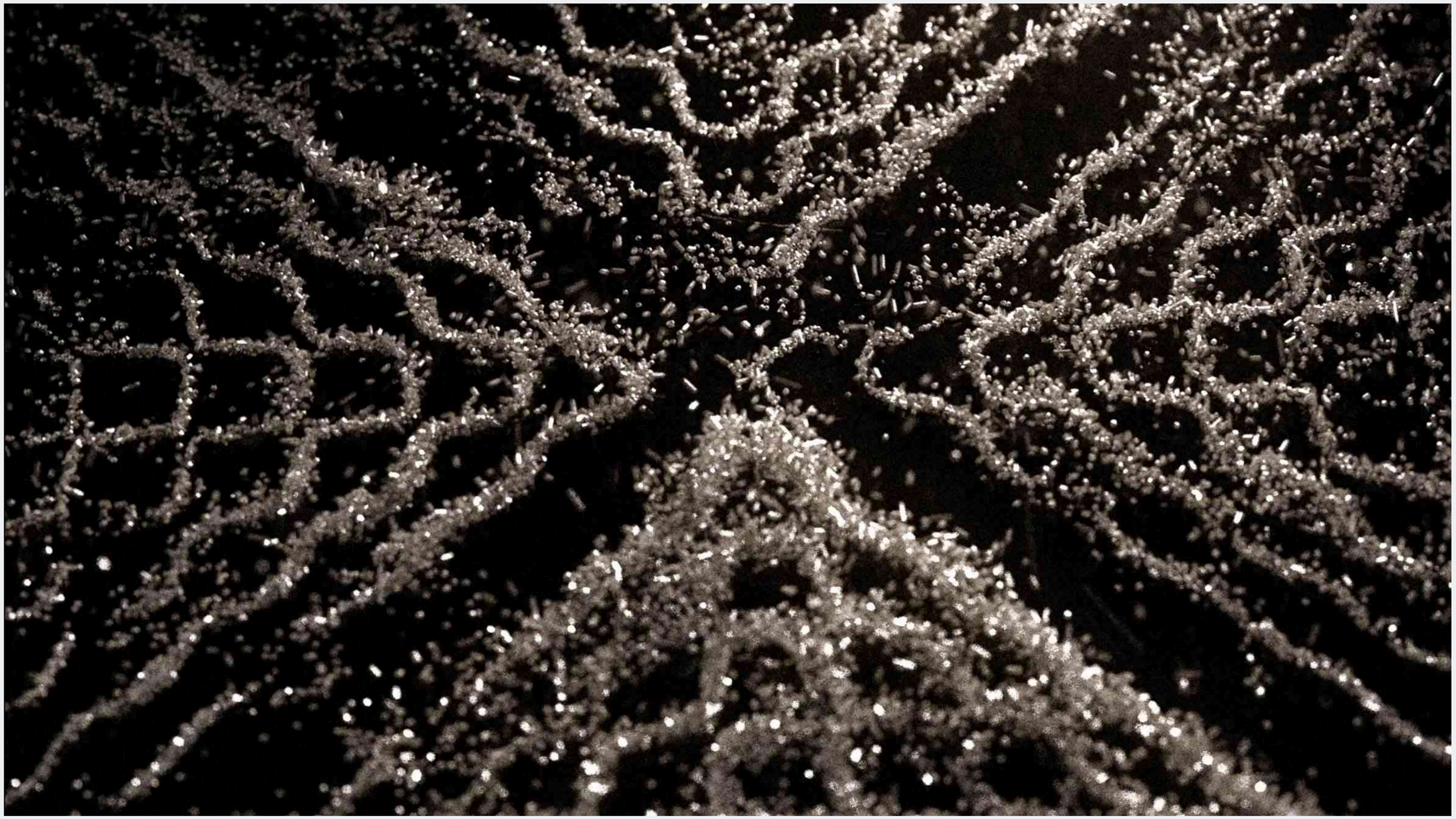
Abstract art created with custom lenses, exploring refraction and rendered in LuxCoreRender for optical effects.



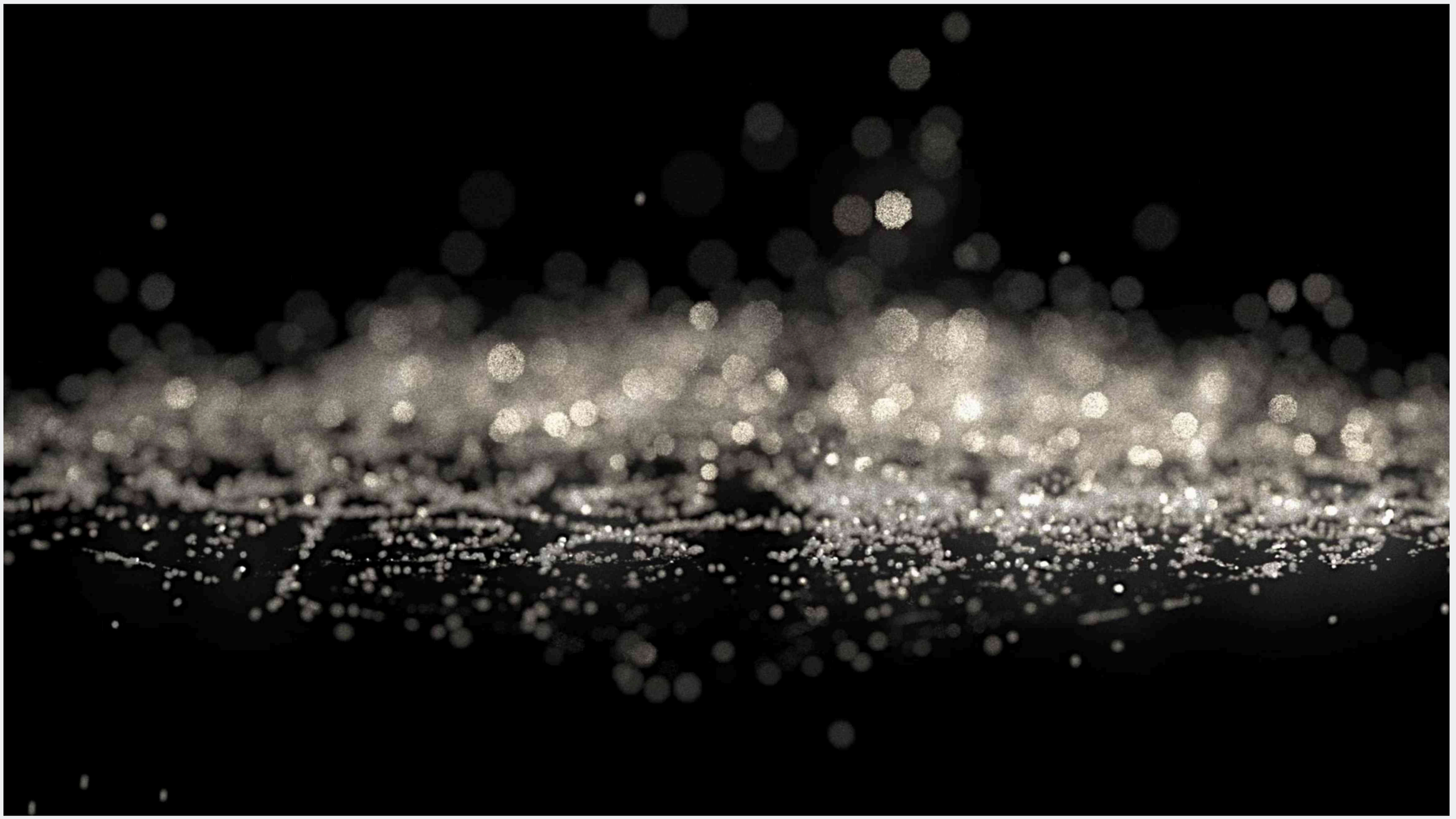
VFX 3D animation

Ivan Iliev

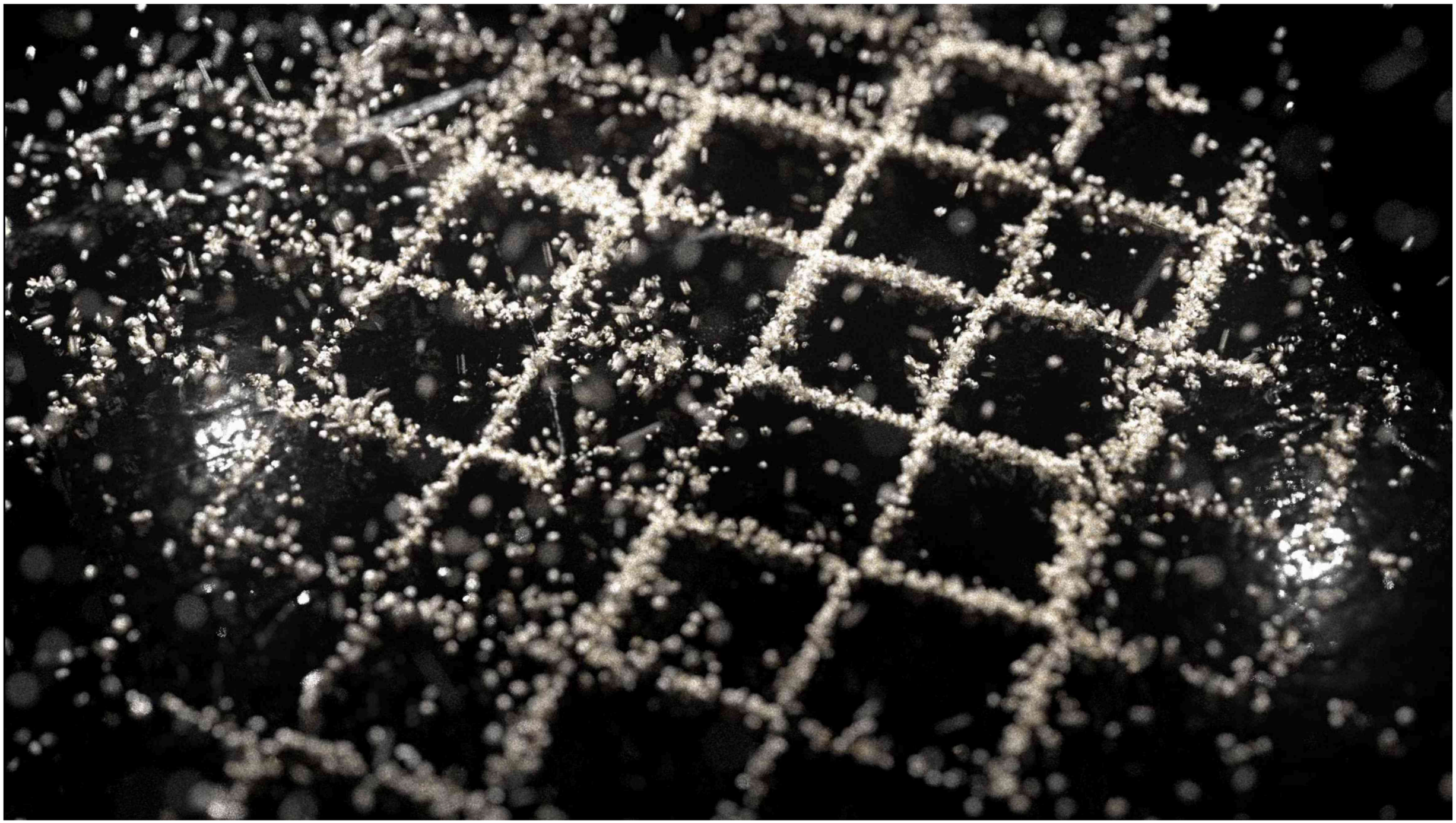
Chladni's Resonant Patterns in Motion 3D VFX Houdini - SoSe2023



VFX 3D animation



VFX 3D animation



VFX 3D animation

END