

Alexander Ignatenko

3D Character Artist & Tech Artist for Games | Medical & Industrial VR / AR Simulation Expert

Germany | [LinkedIn](#) | [Portfolio](#)

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SUMMARY

3D Character and Tech Artist with over 12 years of experience building high-fidelity character pipelines for AAA games, VR/AR industrial simulators, and complex real-time interactive environments. Pioneer behind VR/AR medical and industrial training simulations. Expert at bridging the gap between federally funded R&D research (BMBF) and entertainment tech.

Successfully developed medically validated avatar and character systems for global industry leaders including Porsche, Daimler, Siemens, Trumpf, Sysmex while pioneering "Serious Games" training apps solutions in collaboration with top German universities. Dedicated to delivering technical excellence, cutting through the corporate fluff to build high-impact assets where technology and entertainment actually matter

CORE COMPETENCIES

- **Full Character and Assets Pipeline for games and 'serious games':** Modeling, sculpting, 3d scanning and clean up, motion capture, rigging/skinning, blendshapes mimics etc.
- **VR/AR Technical - Industrial & Technical Simulation:** Expertise in creating hyper-realistic assets, precision interaction systems with a focus on real-time physics, haptic feedback integration, and high-fidelity asset demonstration.
- **Strategic Collaboration:** Leading Research projects. Technical implementation within research consortia involving universities, clinical centers, and government ministries.

PROFESSIONAL EXPERIENCE

TriCAT GmbH | *Senior Character / Tech Artist & VR Gameplay Designer*

2018 – 2024

1. Scientific R&D & Federal Projects (BMBF / EU)

- **Project EpicSave (2018–2019):** Lead 3d artist for the award-winning "Land der Ideen" medical VR simulator. Created the flagship "Emotional Child" character with dynamic symptoms (anaphylactic shock), recognized for its "exceptional authenticity" by German Universities and Clinics.
- **Project ViTAWIN (BMBF / EU -funded €2.7 Million) (2019–2022):** Lead 3d artist for interprofessional VR training for COVID-19 emergency care. Created anatomically correct airway systems and dynamic symptom progression used to train thousands of healthcare workers during the pandemic.
- **Project i:medtasim® (2022-present):** Scaled research results into a commercial flagship product for disaster medicine (MCI), modeling ultra-realistic injury libraries (real-time burns, amputations) for emergency services and the Bundeswehr.
- **Consortium Partners:** Collaborated with **Universitätsklinikum Ulm, DRK (Red Cross), Malteser, Fraunhofer IESE, and Hochschule Hannover** etc.

2. Industrial Precision & Commercial Solutions (2022–2024)

- **Porsche AG:** 3D Characters / Avatars creation, animation. Also designed and committed to implementing precise VR interaction systems and diagnostic equipment simulations for Cayenne models and high-end service centers VR training software.
 - **TRUMPF (similar for Siemens):** 3D characters / Avatars, animation for technical training environments for heavy machinery and metal 3D printing systems.
 - **SBB & Deutsche Bahn:** 3D Characters / Avatars creation, animation. Created 1:1 exact equipment models for firefighter training in the **Gotthard Base Tunnel** and customer service simulations for railway operations.
 - **Corporate XR:** Developed 3D 'digital twins' and virtual congress centers for **Bayer AG, Audi, and Bosch.**
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Early Career Highlights | 3D Character Artist / Animator

2010 – 2017

- **New World Interactive:** Character Artist / Animator for the hit tactical FPS title “**Insurgency**” (2014).
 - **FOX 3D:** Hard Surface and Environment Artist for “**Natural Selection 2**”.
 - **Quarter Circle Games:** Character Artist for **The Peterson Case**
 - **Various Studios (EU / Australia):** Lead Character Artist and Generalist for boutique teams including IC3D Media. Character Art, overseeing asset quality, managing small art teams, and helping indie devs with complex pipelines.
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TECHNICAL SKILLS

Software & Engines: 3ds Max, ZBrush, Substance, Adobe Suite, 3D-Coat, various retopo tools.

Technical: Rigging, Skinning, Frame Animation, Mocap Animation, Gameplay Design, VR / AR.

Domain Expertise: Games/ Serious Games, Digital Art Supervision, Research, Federal Research (BMBF)

LANGUAGES

- **English:** Fluent / Professional
- **German:** Fluent / Professional
- **Russian:** Native