



CONTACT

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LOCATION

Novi Sad, Serbia

LANGUAGES

English · Russian

OPEN TO 3D ARTIST,
SENIOR & LEAD ROLES

SOFTWARE

ZBrush · Maya · Blender
Substance Painter · Marmoset
Toolbag
Marvelous Designer · Houdini
Photoshop
Unreal Engine 5 · Unity

AI TOOLING

Claude · ChatGPT · ComfyUI ·
Antigravity

PUBLICATIONS

80 Level — breakdown
interview: “Creating Intricate
Imaginary Creature with ZBrush
& Marmoset Toolbag”
Art book: Tributes — H. R. Giger
Render.ru magazine, July 2026

VIACHESLAV
NIKULAICHEV

2D / 3D LEAD ARTIST · 3D CHARACTER & CREATURE ARTIST ·
“HELLBRUSH”

2D/3D Lead Artist and Character & Creature Artist with 9+ years in mobile game development. As an Art Lead I shape a project's visual direction, manage the art department, support and grow artists, and review and integrate content into game engines — across styles from hyper-casual and stylized to realism. As an artist I create high-quality game content through concept, sculpting, modeling, texturing (PBR and hand-painted) and optimization: characters, props, environments, promo art and prototypes. I also use AI-assisted coding to build game prototypes and production tools.

EXPERIENCE

Art Lead · Airicore LTD 2023 — 2026

- Owned visual quality and consistency across all stages of production
- Led art production and art direction; coordinated between disciplines, including founders
- Supported production processes, built tools and improved the pipeline
- Created characters, creatures and assets for mobile titles
- Technical implementation, optimization and engine integration of assets

Kingdoms of Chaos · Dead Raid · State.io

Art Lead · SilverFox Games 2022 — 2023

- Led art production; designed workflows and supported asset-integration pipelines
- Ensured visual quality, technical consistency and asset optimization; supervised outsourced work
- Created character, creature and environment assets

Magic Battle Arena

Art Director / Lead Artist · Caverlabs 2021 — 2022

- Led visual development and production pipelines
- Managed and coordinated multidisciplinary art production
- Concept development, 3D production and technical implementation; worked with engineering on integration and optimization

The Cave

2D & 3D Artist · Azur Interactive Games 2019 — 2021

- 2D/3D assets, characters and environments for mobile games and promo materials
- Modeling, sculpting, texturing, shading and optimization

Dark Days · Kingdom Clash · Idle Frenzied Hospital Tycoon

2D & 3D Artist · Hezzl 2018 — 2019

- 2D/3D assets, characters and environments for branded promo games
- Worked directly with developers, designers and the founder

CORE SKILLS

Art Direction & Team Leadership

Character & Creature Design

High-End ZBrush Sculpting

Anatomy & Organic Modeling

Production-Ready Topology

UV Layout & Optimization

PBR Texturing & Lookdev

Stylization

Hand-Painted Texturing

UE5 / Unity Integration

Shader & Material Workflows

Real-Time Character Pipelines

AI Pipeline Development

Technical Problem Solving

Cross-Discipline Collaboration

SELECTED PERSONAL WORK

Celtic Warrior (Hi-Poly) · ION DRIFT (real-time, UE5) · ALIEN — Xenomorph, dedicated to H. R. Giger · Wayne Static MetaHuman (UE5) · Sea Creature · Rope-Gut — interactive portfolio at hellbrush.vercel.app · full archive at artstation.com/hellbrush