



# Maksym Bondarchuk

Unreal Engine Technical Artist | Cinematic Designer | Virtual Production Storyteller

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## Profile

Visual storyteller and Unreal Engine artist with a passion for narrative design, lighting, and real-time cinematics. I specialize in transforming abstract concepts into emotionally engaging content through animation, direction, and immersive environments. Active in both education and production, I bring together cinematic aesthetics and technical fluency across diverse visual pipelines.

## Professional Experience

- Multimedia Design/Cinematic Design InstructorSep 2024 - Present  
NABA Nuova Accademia di Belle Arti, Milan
  - Training third-year students in advanced cinematics and virtual production using Unreal Engine.
  - Developing and optimizing professional workflows for high-quality visual content creation.
  - Actively mentoring students on final projects, elevating both artistic and technical standards.
- Cinematic Designer/AnimatorMay 2024 - Aug 2025  
SERAFINI PRODUCTION, Tokyo
  - Creating cinematic trailers, in-game animations, and high-quality cutscenes.
  - Collaborating with international teams to ensure artistic and narrative consistency in projects.
  - Optimizing animation and rendering processes, improving production efficiency.
- Cinematic and Narrative Designer (Game Development)Sep 2021 - Aug 2022  
Partnership 34BigThings / Gameloft, Remote Working
  - Writing and directing narrative scenes, dialogues, and in-game cinematics.
  - Implementing interactive storytelling to enhance player engagement.
- Videomaking & Post-ProductionJan 2020 - Jan 2021  
Teatro della moda/ Associazione catena in movimento, Milan/Switzerland
  - Producing multimedia content from concept to post-production.
  - Editing and optimizing videos for events and communication campaigns, increasing audience engagement.
- Event Technical ManagerJul 2015 - Jun 2021  
Anteo palazzo del cinema, Milan
  - Managing technical coordination for events and film premieres, handling audio/video equipment.
  - Organizing and presenting directors and actors, ensuring successful events with over 500 attendees.
  - Supervising content creation for screenings and special events.

## Education

- Advanced Training in Unreal EngineSep 2022 - Jan 2024  
Udemy, Epic Games Learning Resources
- Master's in Game design & game productionSep 2021 - Aug 2022  
DigitalBros Game Academy - DBGA, Milan
- Master's in film directingSep 2016 - Jun 2018  
Accademia ZeroNove (Accademia delle belle arti), Milan
- Bachelor Degree in Production & Audiovisual ArtsSep 2011 - Jun 2014  
Kyiv International University, Kyiv

## Personal details

Date of birth  
July 9, 1993

Nationality  
Italian

Website/Portfolio  
[maksymbondarchuk.com](https://maksymbondarchuk.com)

LinkedIn  
[linkedin.com/in/maksym-bondarchuk-7985b320b](https://linkedin.com/in/maksym-bondarchuk-7985b320b)

Artstation  
[www.artstation.com/unrealenginemax](https://www.artstation.com/unrealenginemax)

## Software & Tools

Unreal Engine (Cinematic Sequencer, Virtual Production, Blueprint Scripting, Niagara VFX, Material Authoring & Editing)

Blender (Animation, Rigging, Shading)

Adobe Suite (After Effects, Premiere Pro)

## Technical Skills

- Real-time Cinematic Animation & Cutscene Creation
- Motion Capture Integration & Cleanup
- Storyboarding & Narrative Design for Games
- Photorealistic Lighting & Rendering in Unreal Engine
- Unreal Engine Blueprints for Real-Time Animation and Interaction

## Core Competencies

- Leadership & Team Coordination
- Problem-Solving
- Fast Learning & Adaptability
- Collaboration & Communication

## Languages

Italian – (Native)

English – Intermediate (B2)

\* I consent to the processing of my personal data for the purpose of recruitment for the position to which I am applying.