Sergey Vorochek

Senior Motion Designer

3D Generalist / Unreal Engine Artist

10+
YEARS OF EXPERIENCE

Motion & CGI for brands and games.

I create commercials, branded content and game marketing visuals, combining art direction with hands-on 3D production. My work connects look development, animation, lighting and rendering with Unreal Engine and AI-assisted workflows.

SELECTED CLIENTS & BRANDS

Google **Wargaming** **MSI** **Bose** **Oracle** **2K Games** **LG**

EXPERTISE

Motion & CGI
Commercials, product visuals and branded content.

Real-time production
Unreal Engine cinematics and game marketing visuals.

Visual development
Art direction, look development, lighting and rendering.

TOOLS

Cinema 4D / Unreal Engine 5
After Effects / Redshift
Octane / Blender

AI / Generative
ComfyUI / Flux / Krea
Image and video workflows

EDUCATION

Gnomon
2014 - 2016

Kharkiv State Academy of Design and Arts
2011 - 2014

EXPERIENCE

Strikerz Inc. / UFL Dec 2024 - Jul 2026
Motion Designer / 3D Generalist / AI Artist
Created motion graphics and CGI for UFL, combining 3D animation with AI-assisted image and video production.

PLAYSENSE 2022 - 2024
Motion Designer / Unreal Engine Artist
Produced 3D visuals and real-time content in Unreal Engine 5 for game marketing projects.

Wargaming 2020 - 2022
Motion Graphics Designer / 3D Generalist
Designed motion graphics, CG videos and commercials for game marketing, combining animation with Unreal Engine workflows.

MSI 2019 - 2020
3D Artist / Generalist | Contract
Created CGI commercials and motion graphics for MSI product marketing.

Google 2019
Motion Designer | Contract
Designed and animated 2D and 3D graphics for Android services.

CGI / Freelance 2013 - 2019
Motion Graphics Designer / 3D Generalist
Delivered animation, CGI and motion design for clients, including art direction, lighting and rendering.

VIEW PORTFOLIO
serjvorochek.com ↗

PROJECT ENQUIRIES
serj.vorochek@gmail.com