

BA **Kateryna Yerkhova**

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Profile

3D Artist and Creative Technologist specializing in interactive installations, real-time VFX, XR, audiovisual performances, and 3D asset production. Experienced in Unity and Unreal Engine, 3D scanning, TouchDesigner, real-time particle systems, motion tracking, and interactive environments.

Education

2026 **Prague City University/ Teesside University**, BA Fine Arts Experimental Media

Software & Skills

Software	Blender Unity Unreal Engine 5 TouchDesigner Photoshop Premiere Pro Substance 3D Painter Marmoset Toolbag MeshLab Ableton Live
Real-Time	Unity VFX Graph Unity Particle Systems Unreal Engine Niagara Audio-reactive systems Kinect / body tracking Motion tracking Interactive installations VR integration Hardware/software integration for interactive installations
3D	High- and low-poly modeling High-to-low poly baking UV mapping PBR texturing Lighting and scene setup Asset optimization Environment creation Asset integration Cloth / wind / smoke simulation Cinematic animation Blueprint UI / Widgets 3D scanning Point-cloud processing
Web	Basic HTML, CSS , JavaScript , Three.js

Exhibitions and Events

- 2026 **BA Fine Art Experimental Media, Group Graduation Exhibition**, Hybernská Campus, Prague
- 2026 **Audio Reactive Performance**, Mistechko Gallery, Prague
- 2026 **Inside Out, Group Exhibition**, Hybernaska Campus Gallery, Prague
- 2026 **Student Event, Promotional and Audiovisual Visuals**, Prague
- 2025 **Fundraiser Interactive VR Exhibition**, Mistechko Gallery, Prague. Collaboration with Flowerbed Gallery, Kyiv. Supported by MigAct
- 2025 **Chiral Other, Group Exhibition**, Petrohradská Kolektiv, Prague
- 2025 **Live Performance Visuals**, Freelance, Prague
- 2025 **Music Event Promotion Visuals**, Freelance, Prague
- 2024 **Live Audiovisual Performance**, Holešovická Šachta, Prague

Selected Projects

- 2026 **Unconventional Archive | Unity , Kinect , VFX Graph**. Room-scale 12-screen interactive installation using 3D-scanned objects, real-time particle morphing, hand tracking, and proximity-based interaction.
- 2025 **Flowerbed | Unreal Engine 5, VR**. Interactive VR installation transforming a contemporary Kyiv gallery into a digital archive, using 3D scans to document the gallery and its artworks in the context of the war in Ukraine.
- 2025 **Radost |Unity, MIDI, VFX Graph**. 7-minute audiovisual performance combining MIDI-controlled interaction with real-time point-cloud transformation to explore memory, movement, and displacement.
- 2026 **Mosaic|Unity, Kinect**. Interactive installation using Kinect-based proximity tracking to reveal and reconstruct details of Ukrainian modernist mosaics.

Additional Training

- 2025 MigAct community organizing training programme
- 2022 Creating Interior Environments for Games-In-Depth Tutorial Course by FastTrackTutorials

Additional Information

Interests	3D art, drawing, photography, contemporary art and audiovisual events.
Languages	Russian (Native), Ukrainian (Native), English (C1)

Portfolio

<https://ktrsyaaaa.github.io/Portfolio/index.html>