

CV — Aleksey Batsaev



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About me: Passionate and motivated 2D Animator with high 2D Artist skills.

Work Experience

Senior 2D Spine Animator / 2D Artist (January 2023 - present)

Tiamat Games, Tallinn, Estonia

Idle Amusement Empire (Idler)

- Characters Spine 2D animation
- Characters design and art
- Unity VFX animation
- Storyboard, voice acting for animatics
- UI design

Idle Hustle Kingdom (Idler)

- Characters Spine 2D animation
- UI art

NDA (Brick Breaker)

- Characters Spine 2D animation
- Storyboard, voice acting for animatics

Senior 2D Artist / Motion Designer (April 2022 - December 2022)

Freelance, Moscow, Russia

Outsource

- Characters design and art
- Characters Spine 2D animation
- Storyboard, voice acting for animatics

Senior 2D Artist / Motion Designer (February 2022 - April 2022)

Freelance, Minsk, Belarus

Crypto-Collectible Game

- Characters design and art
- Characters Spine 2D animation

Senior 2D Artist (February 2020 - February 2022)

Freelance, Moscow, Russia

NDA (Adventure / Tycoon)

- Art style creating
- 3D City design and models
- UI design and art
- Icon design and art
- Characters design and art
- Backgrounds design and art (exterior/interior)
- Pitch document design and art

Senior 2D Artist (August 2019 - February 2020)

Freelance, Perm, Russia

Cyber Attack (Mobile CCG / RTS)

- Art style creating
- UI design and art
- Icon design and art
- Characters design and art
- Backgrounds design and art (exterior/interior)
- Pitch document design and art

Senior 2D Artist (April 2019 - July 2019)

UNICORN GO PTE. LTD, Singapore, Singapore

UnicornGo (Crypto-Collectible Game)

- Character design and art
- Icon design and art
- UI design and art

UI Designer December 2018 - March 2019

Freelance, Rostov-on-Don, Russia

Gladiator Glory 2 (Mobile Action)

- UI design and art
- Icon design and art

2D Artist (February 2017 - November 2018)

Ambidexter, Moscow, Russia

Underverse (PokemonGo-like AR-RPG)

- UI design and art
- Icon design and art
- AD banners illustration design and art

Match-3 / Tower Defence

- UI design and art
- Icon design and art

2D Artist (September 2015 - December 2016)

Rolling Dice, Rostov-on-Don, Russia

Clicker Warlords (Idle Clicker)

- UI design and art
- Icon design and art
- Character design and art

KhtulhuLot (Roguelike)

- UI design and art
- Icon design and art
- Backgrounds design and art (exterior/interior)

Agent Karter (Action-RPG)

- UI design and art
- Icon design and art

2D Artist (September 2014 - September 2015)

Chulakov, Rostov-on-Don, Russia

Yandex (Web)

- Icon design and art
- AD banners illustration design and art

- Photo editing

Tele2 (Web)

- Icon design and art
- AD banners illustration design and art
- Animations for AD banners

Hard Skills

Spine Animation

- Cutting
- Rigging
- Animating

Creating Unity VFX

- Particle System
- Shader Graph

Creating Art

- Characters
- Icons
- UI
- Props

Video production

- Storyboard
- Voiceover
- Animatic

3D Art

- Modelling
- Sculpting

Education

Don State Technical University

Bachelor's Degree in Biotechnical systems and technologies

2006 - 2009, Rostov-on-Don, Russia

Languages

- **English:** A2
- **Russian:** Native

Soft Skills

- Teamwork
- Building and optimizing processes
- Result-oriented

Tools

- Spine 2D
- Adobe Photoshop
- Clip Studio
- Unity 3D
- Toon Boom Storyboard
- Adobe Premiere
- Sony Vegas Pro
- Cinema 4D
- Blender
- ZBrush