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PERSONAL INFO	<div>Able to Relocate</div> <div>Residence: Smederevo, Serbia</div> <div>Date of birth: 04. June 1999</div> <div>Current occupation: Illustrator, 2D Concept Artist</div> <div>Languages: Serbian (native), English (intermediate)</div>
EDUCATION	<div><div><div>■ Technical Highschool</div><div>2014 — 2018</div></div><div>Smederevo, Serbia</div></div> <div><div><div>■ Bachelor of Arts, Departmen of Design</div><div>2018 — 2021</div></div><div>The Academy of Applied Technical Studies Belgrade, Serbia</div><div><div>- Learned principles of design, art industry and history.</div><div>- Studied life drawing and acrylic painting in atelier.</div></div></div>
EXPERIENCE	<div><div><div>■ Freelance Artist</div><div>April 2021 — Present</div></div><div>Freelance, Remote</div><div>I do all kinds of art and design work.</div></div> <div><div><div>■ Art Bully Productions LLC</div><div>Sept 2023 — Dec 2023</div></div><div>Concept Artist On site - Belgrade, Serbia</div><div>Worked as a Concept Artist for a clients such as <b>Bethesda</b> and <b>Epic</b> games, with a focus on realistic Prop Design. I've worked on titles such as <b>Fallout 76</b> and <b>Fortnite</b>. <b>I may not be able to present the work I've been working on yet, due to patch release and approval process.</b></div><div>My day to day responsibilities revolved around:</div><div><div>- Collaborating with the Art Director and the Concept Art team.</div><div>- Working on solutions and design problems from a creative and technical point of view.</div><div>- Designing the visual style of the games and ensure consistency of concept art within defined visual style.</div><div>- Contributing visual design ideas by creating thumbnails, sketches, materials and polishing selected ideas to a finished pieces.</div></div></div> <div><div><div>■ Tummy Games &amp; Lootbox</div><div>April 2022 — May 2023</div></div><div>Concept Artist On site - Novi Sad, Serbia</div><div>Worked as a Concept Artist for client Voodoo under Tummy Games and Lootbox team. Collaborated with 3D Artists, Game Devs and Game Designers.</div><div><div>- As my first professional job in game industry, I have learned a lot about the pipeline inside - out.</div><div>- Worked on Casual type of games, mostly stylization.</div><div>- Responsible for creating concepts, illustrations and in-game assets, scenes as well hand-painted textures.</div><div>- I've learned the importance of teamwork and its value.</div></div></div>
SOFTWARES	<div><div>- Adobe Photoshop</div><div>- Clip Studio Paint</div><div>- Blender</div><div>- 3D Coat</div></div>
SKILLS	<div><div>- Fluent drawing on a graphic tablet and screen using Adobe Photoshop.</div><div>- Great understanding and knowledge of art fundamentals, design principles &amp; materials.</div><div>- Good grasp and understanding of anatomy and composition.</div><div>- Stylistic Adaptability and great visual library.</div><div>- Profficiency in rendering and problem fixing. A keen eye for a detail.</div><div>- Basic knowledge in 3D Softwares such as Blender and 3D Coat.</div><div>I am constantly refining my skillset and workflow to minimize the time for the task completion.</div></div>