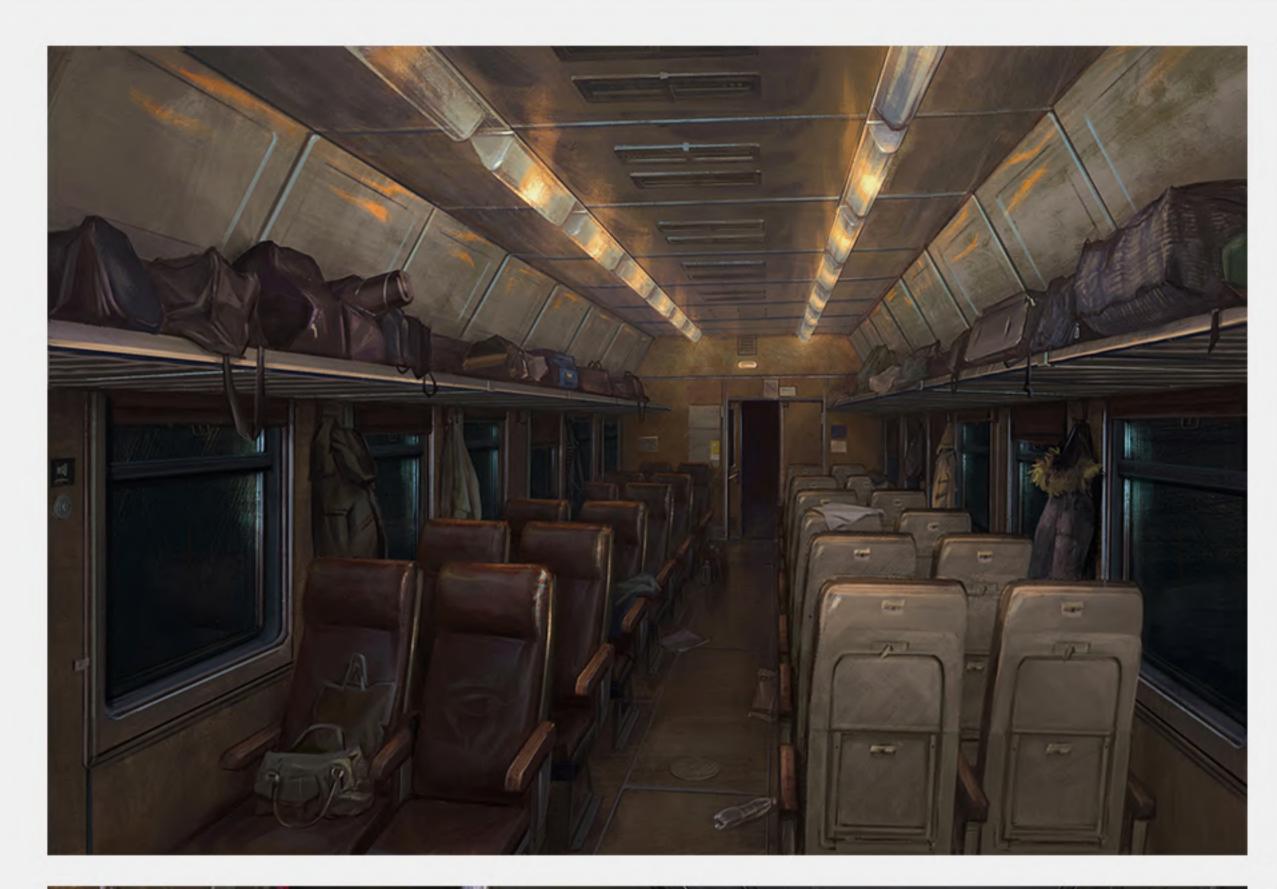
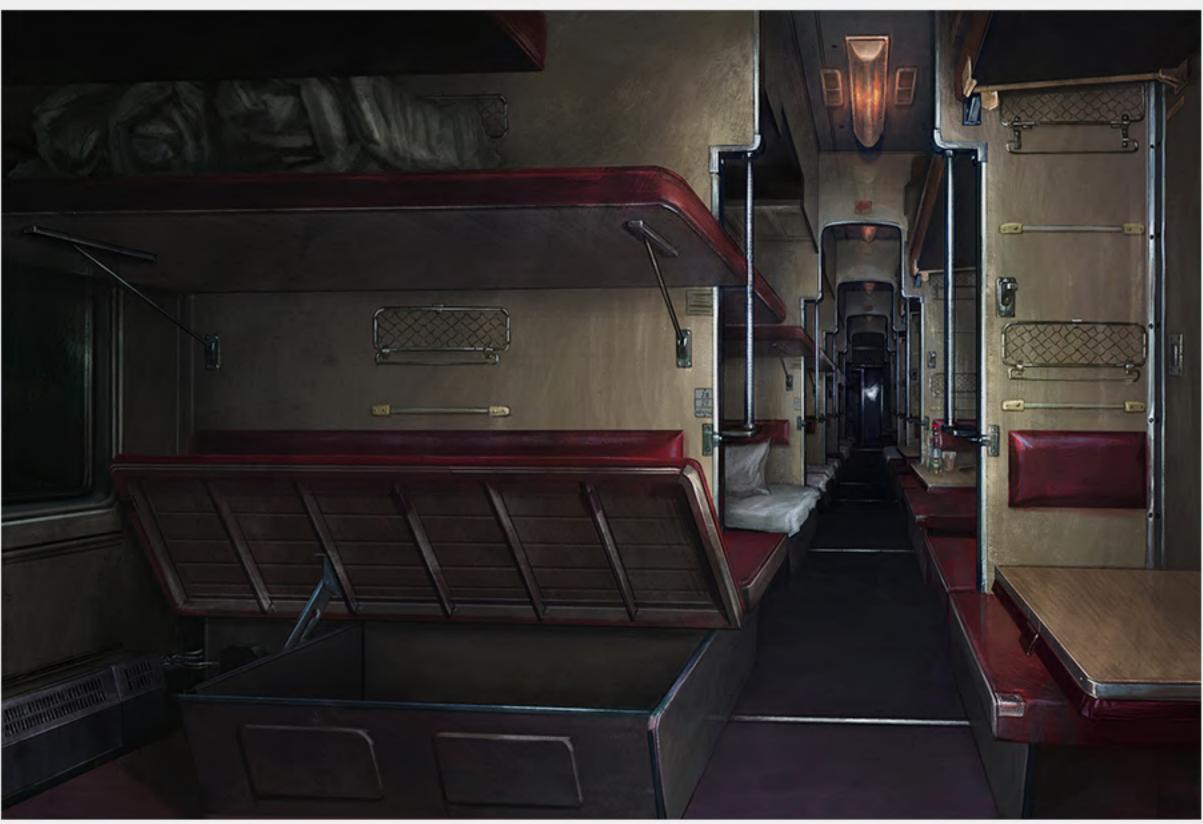


2D Artist portfolio







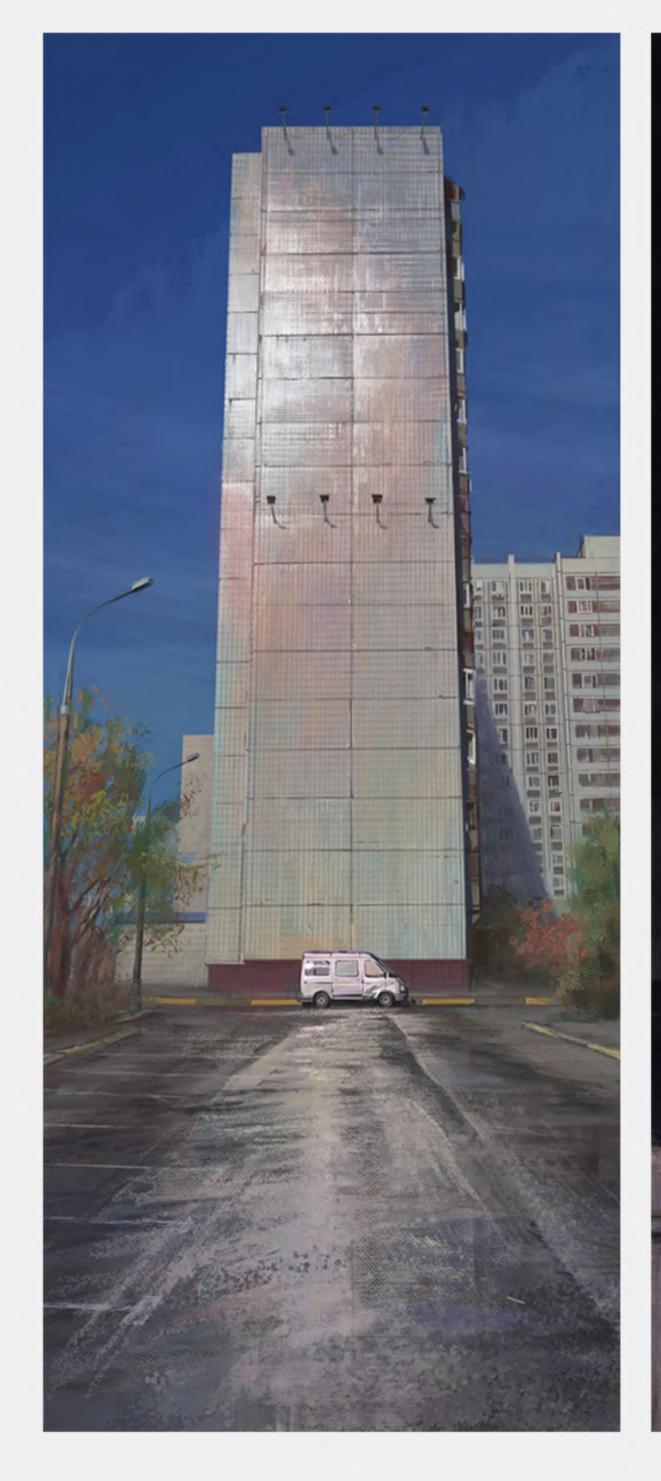








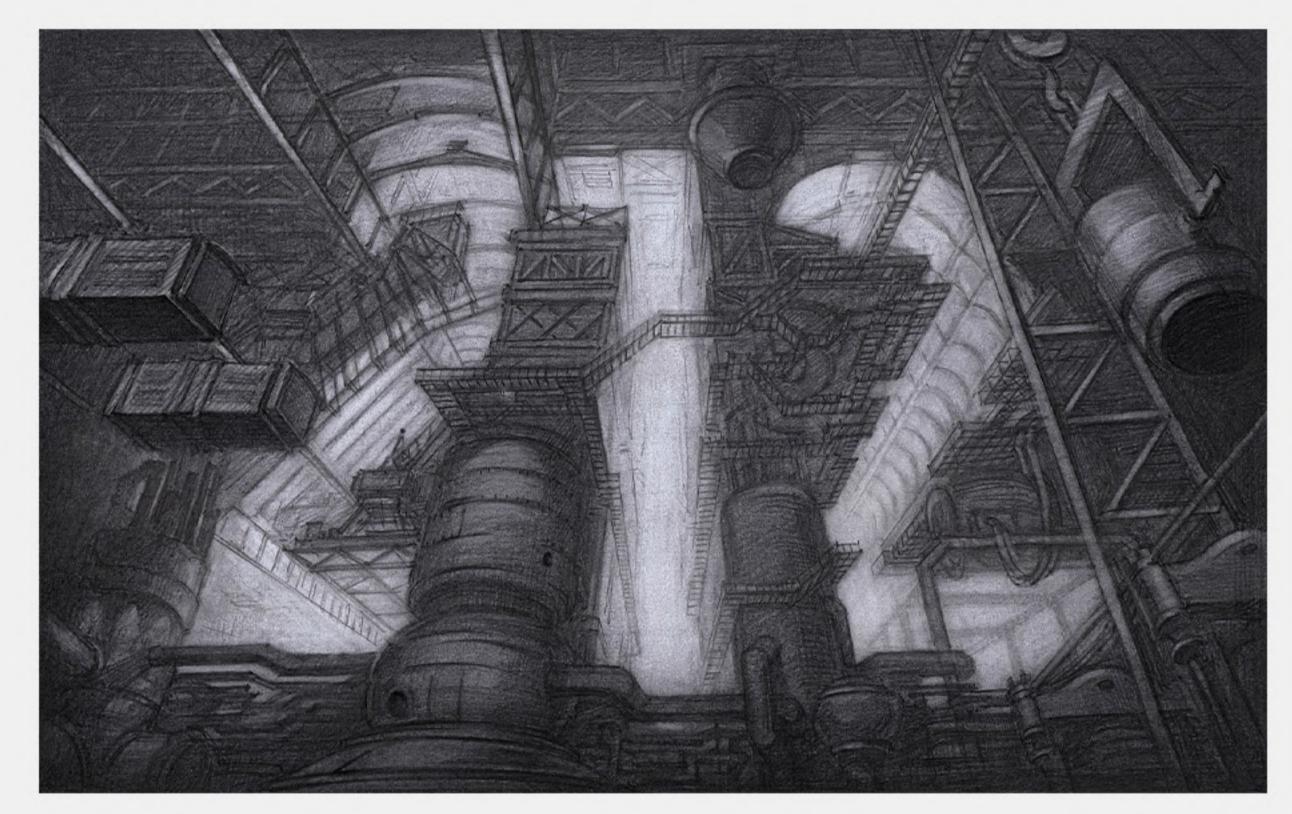












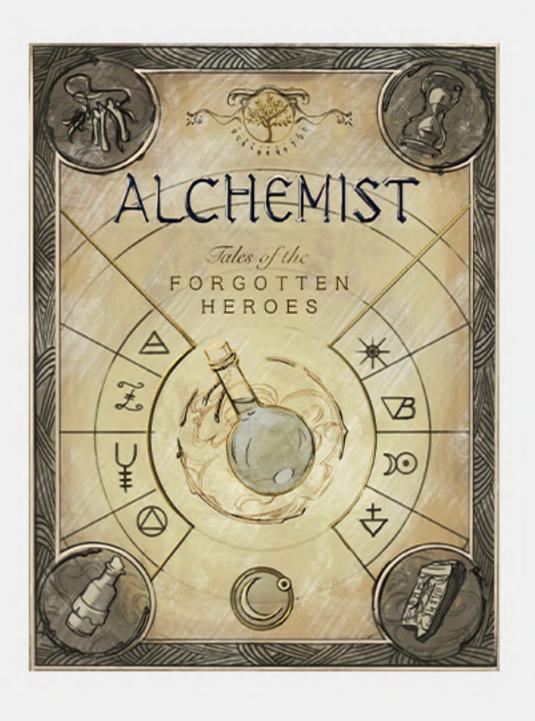


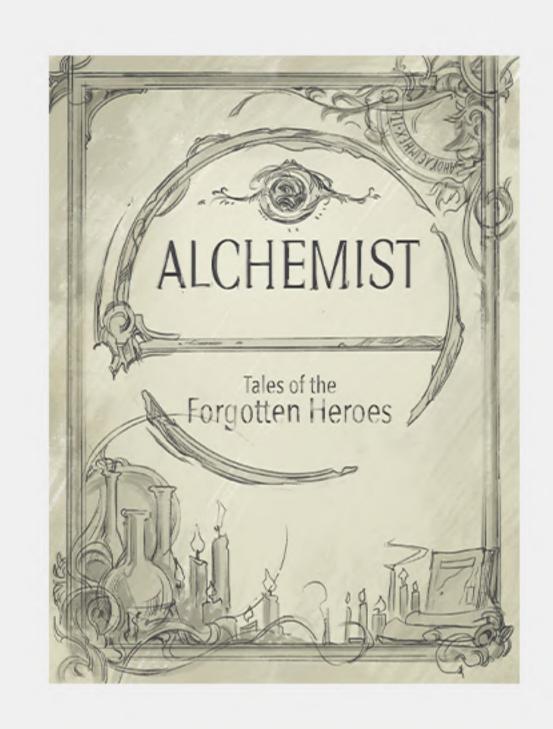


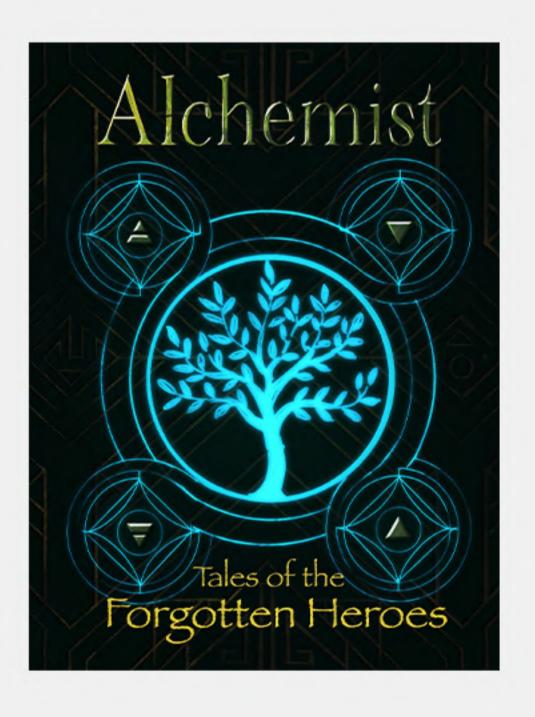


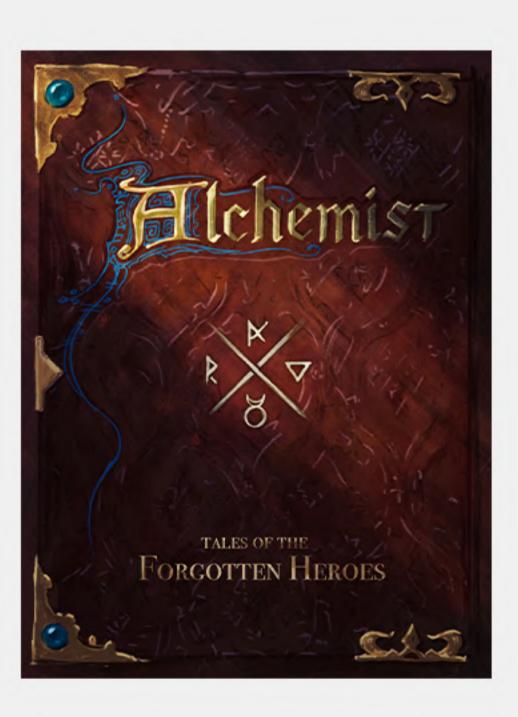






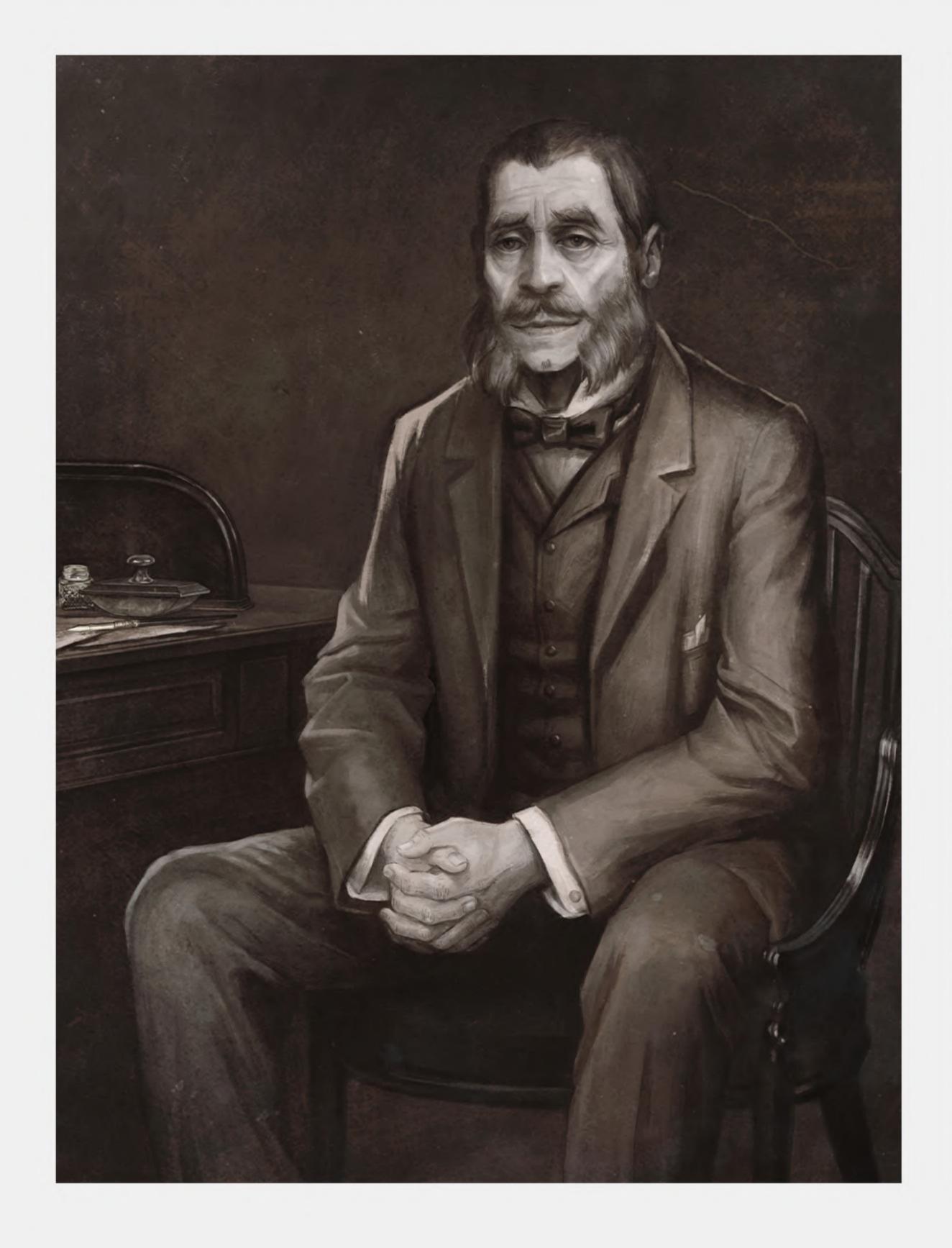


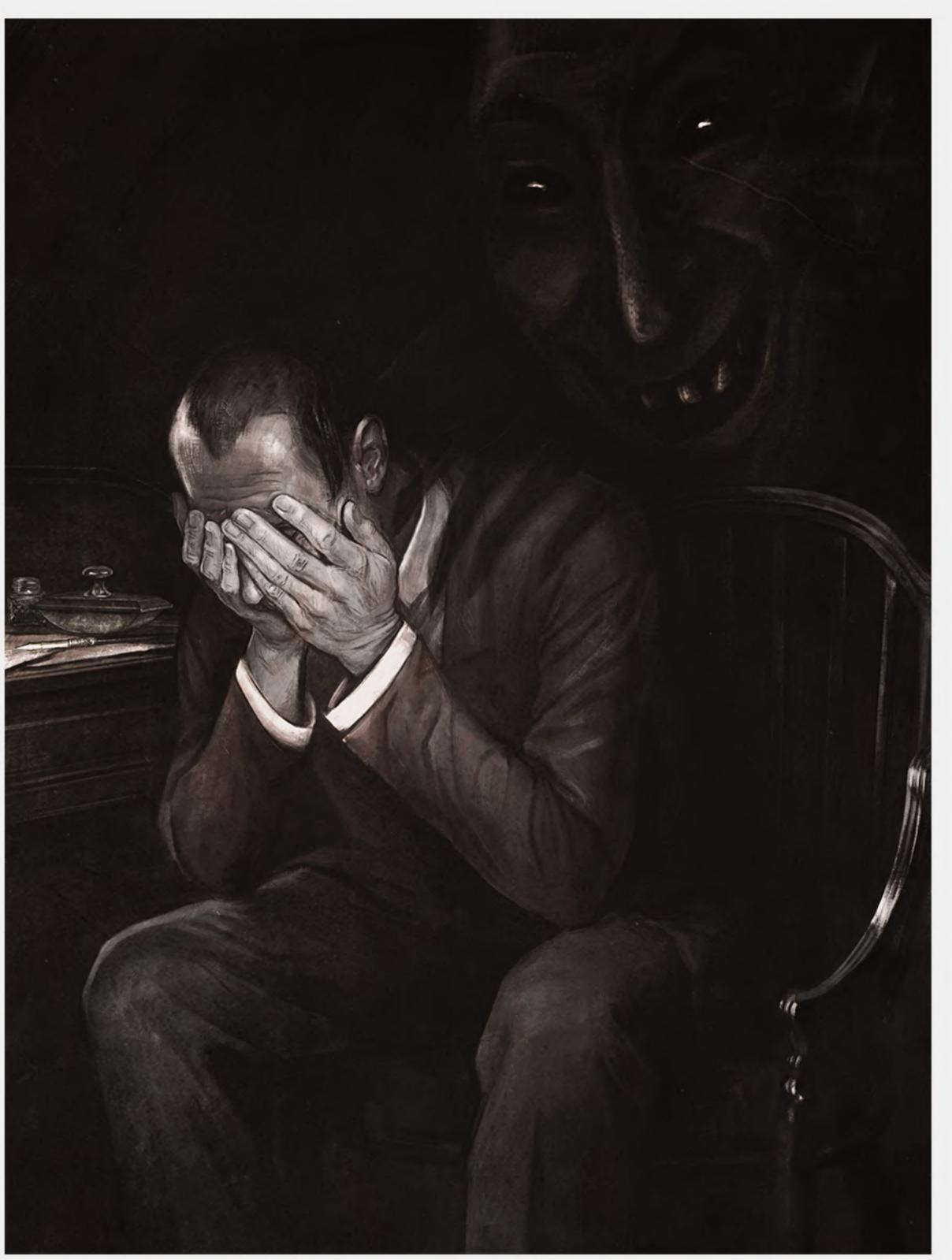


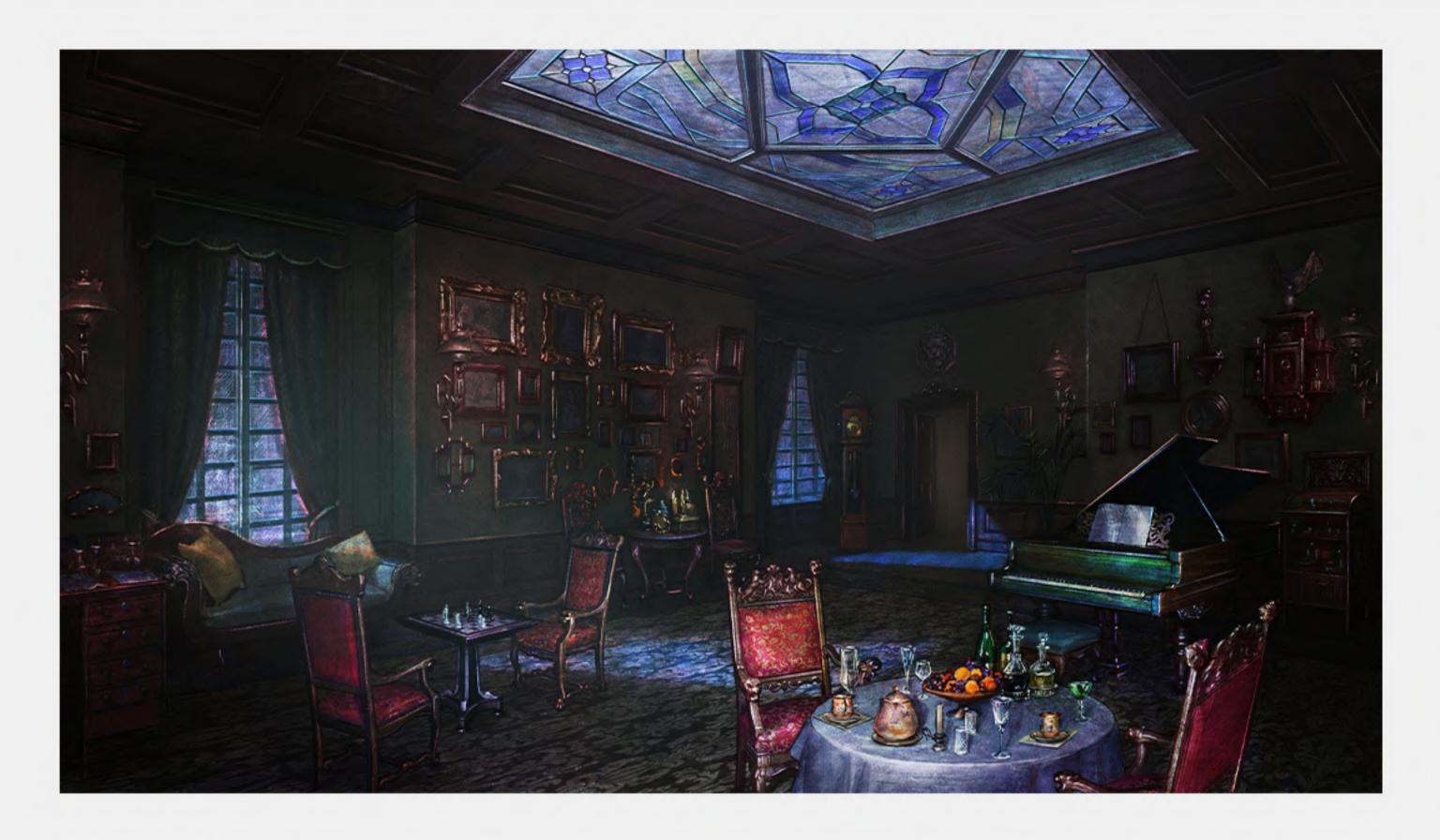


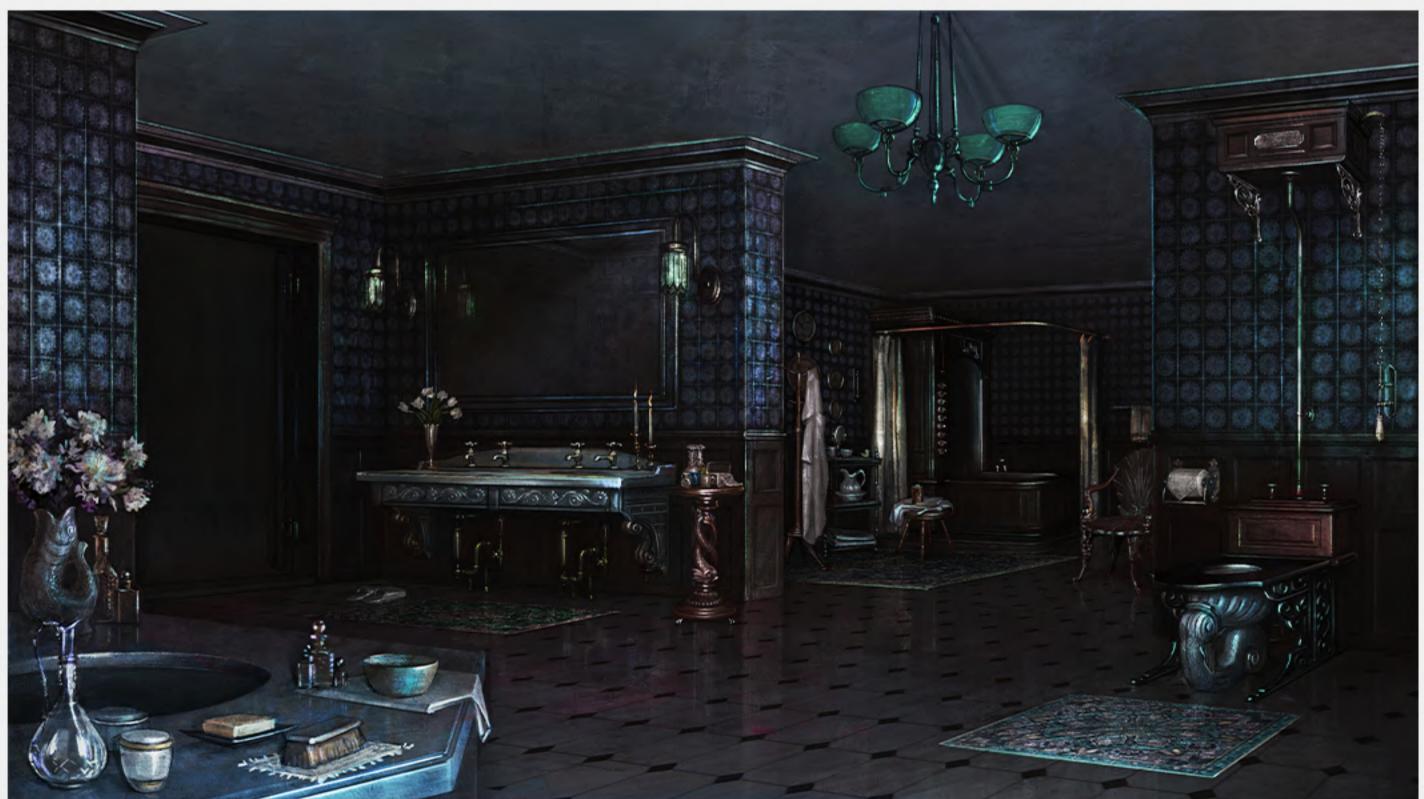


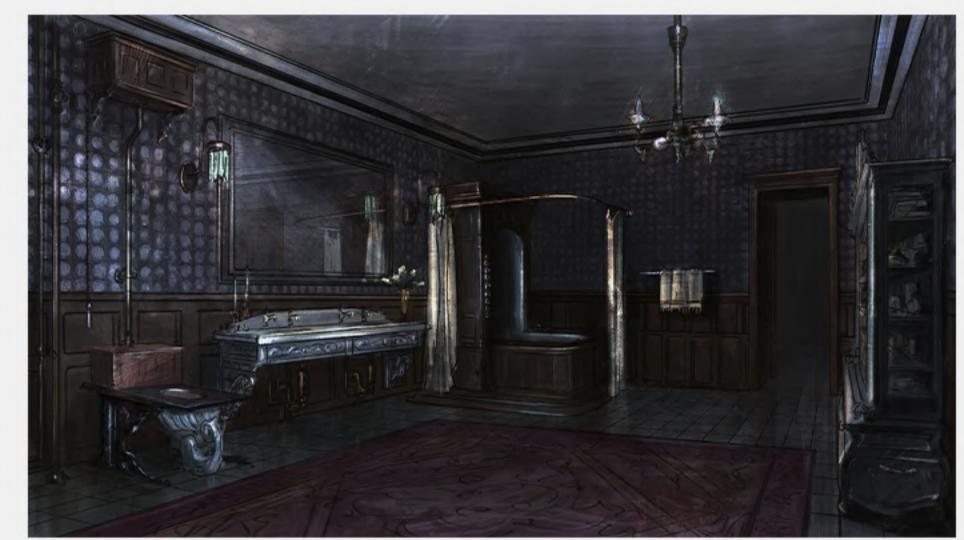






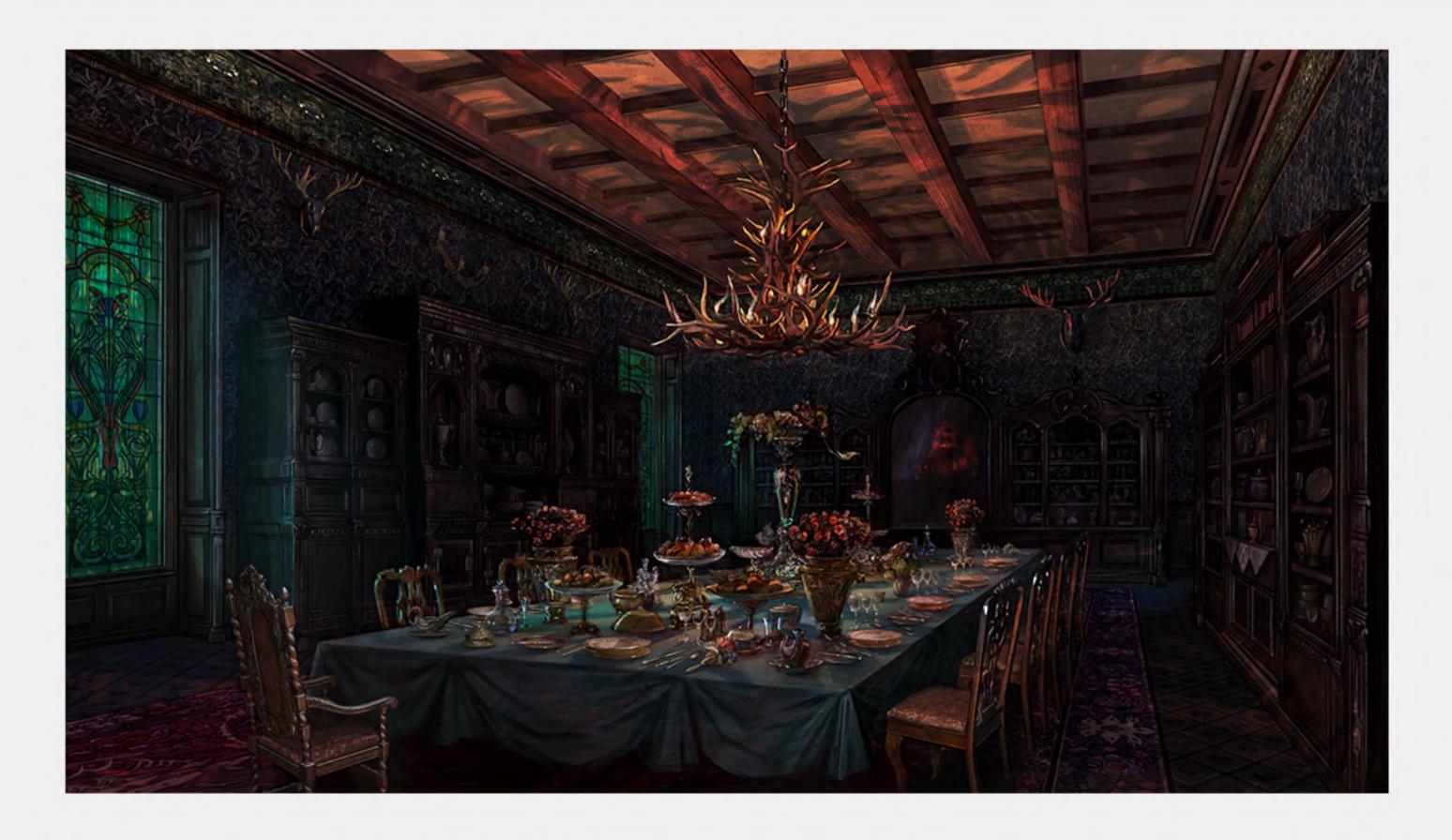










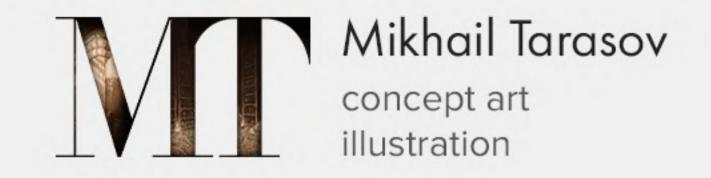












MIKHAIL TARASOV

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artstation GRAFIT212

instagram @GRAFIT2122

| PROFILE | Concept artist and illustrator with over 3 years of experience. Worked on game projects, illustrations and architectural design. I also have an academic art education and extensive experience in traditional art. Freehand drawing, illustration, concept art for characters and environments. I'm especially interested in environment art. |
|------------|--|
| EXPERIENCE | Worked at A.Y.std on Force of Nature 2 - created promo illustrations, character portraits, UI and icons Worked on the canceled project Alien Summer - created illustrations and UI design Worked at ER Studios on Tales Of The Forgotten Heroes - created concepts for characters and environments, promo art and logo design Worked as an environment concept artist for an unannounced horror game in russian setting Worked as an interior designer for WanderBuild |
| | Currently working at Smol Games as an environment and character concept artist I'm also currently working at N-hance Studio as an character/creature concept artist |
| SKILLS | Character concept art Environment concept art Illustration, promo art Traditional art |
| SOFTWARE | Adobe Photoshop (experienced) Adobe Illustrator (experienced) Procreate (experienced) Blender (basics) 3D-Coat (basics) |
| EDUCATION | Moscow State Academic Art Institute named after V.I. Surikov Moscow Academic Art Lyceum at the Russian Academy of Arts |
| LANGUAGES | English Russian |