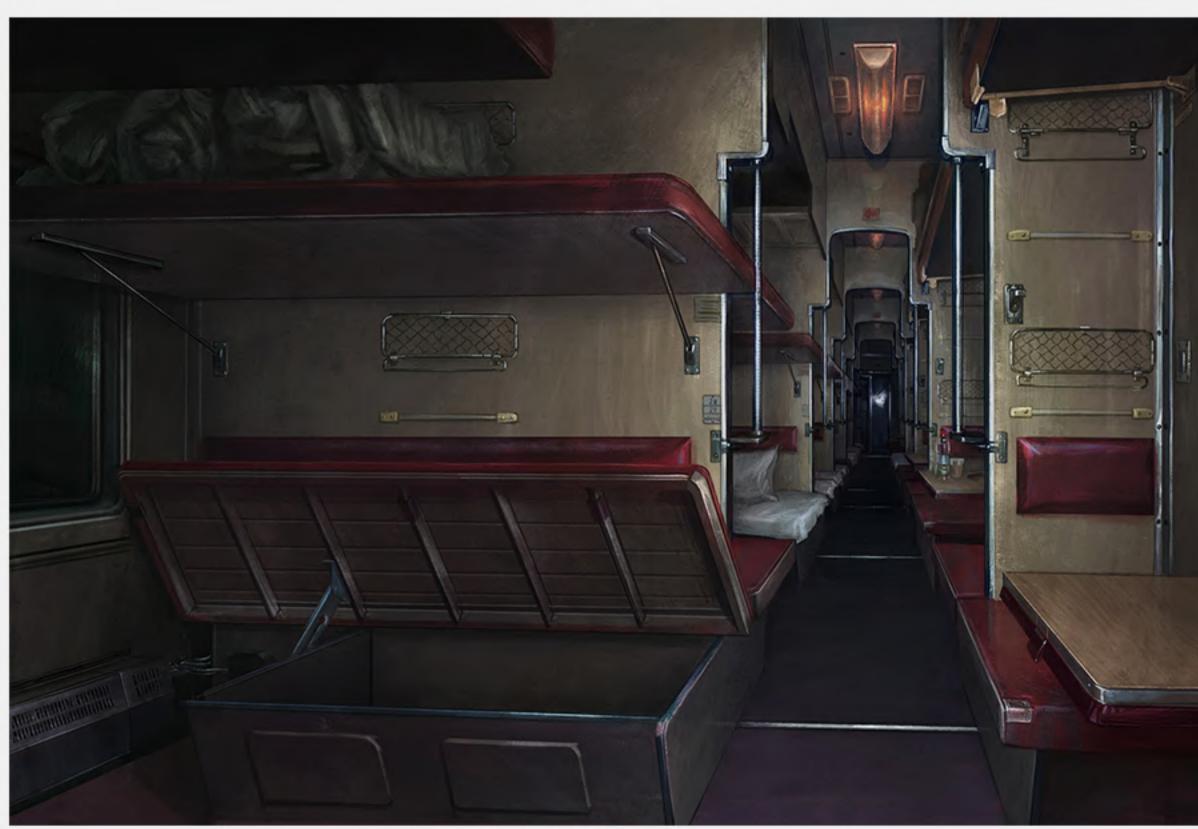


2D artist portfolio











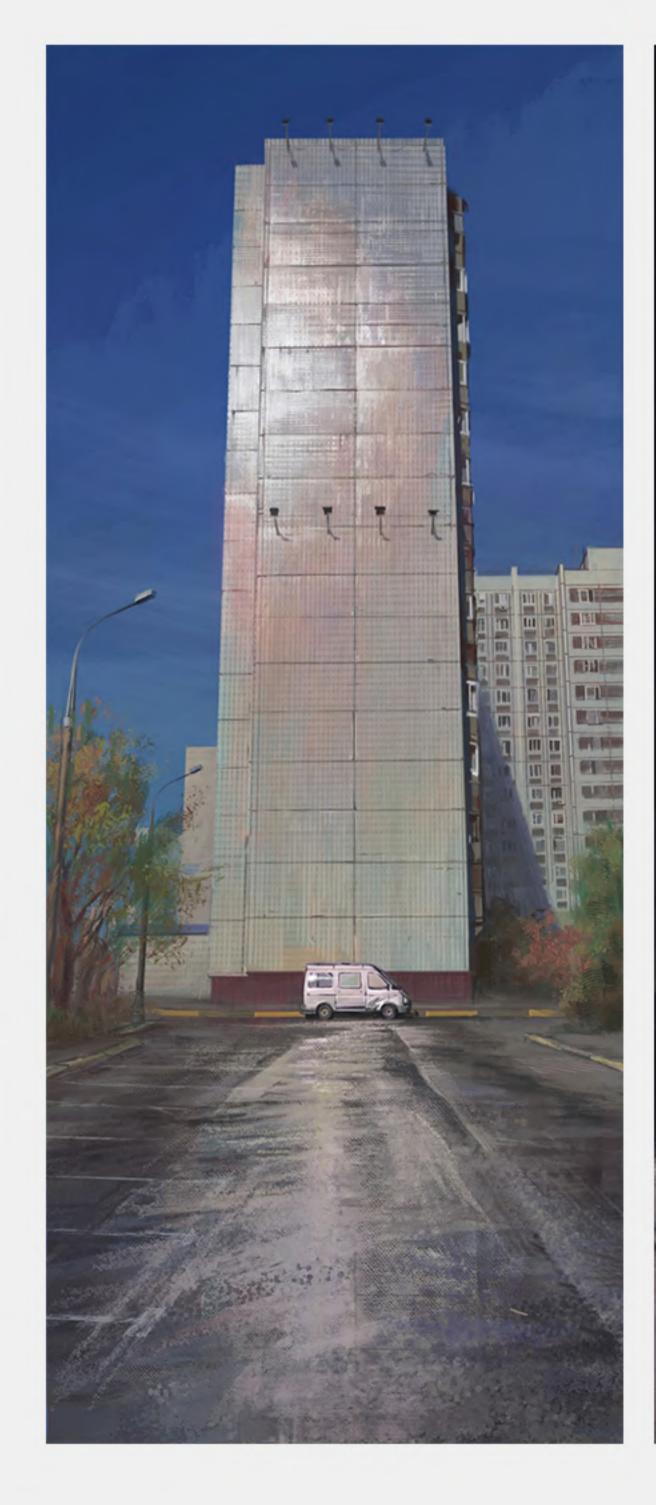








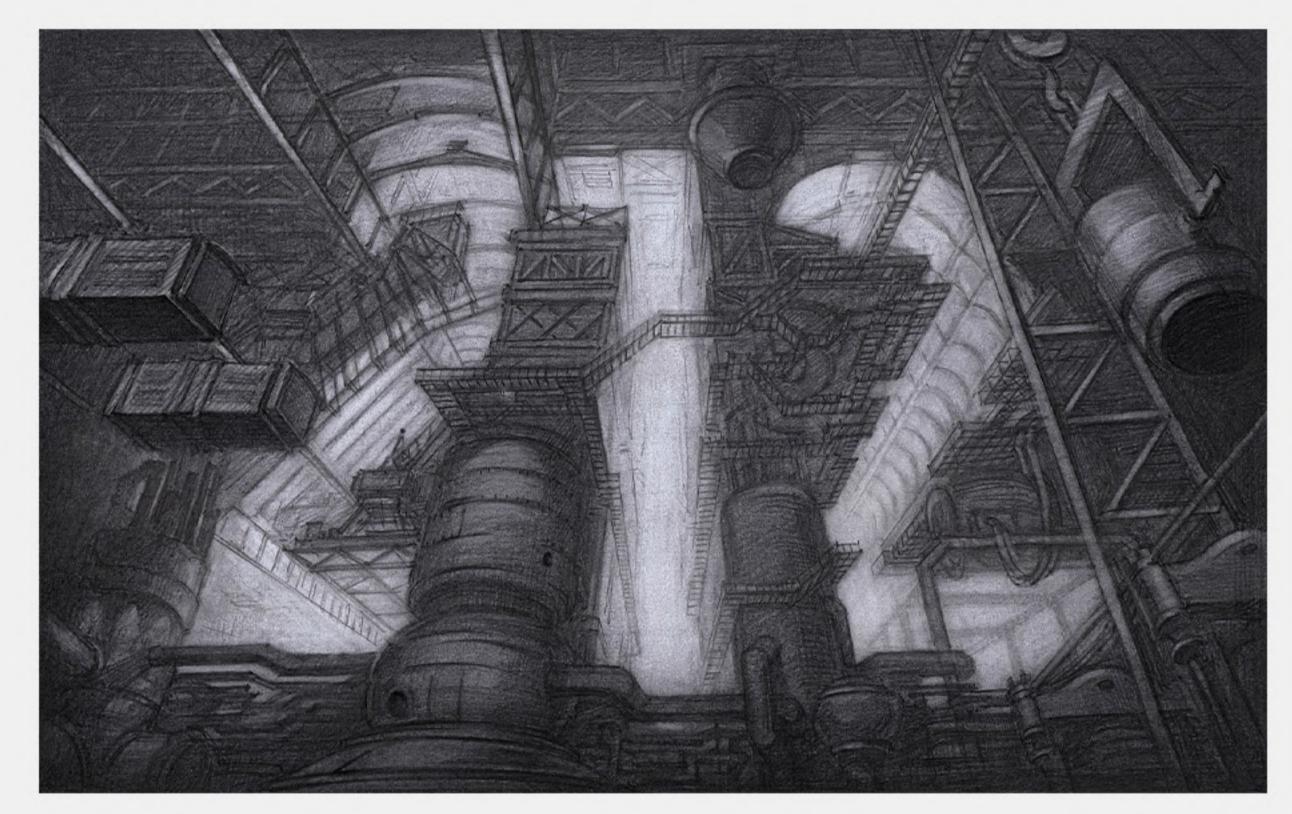










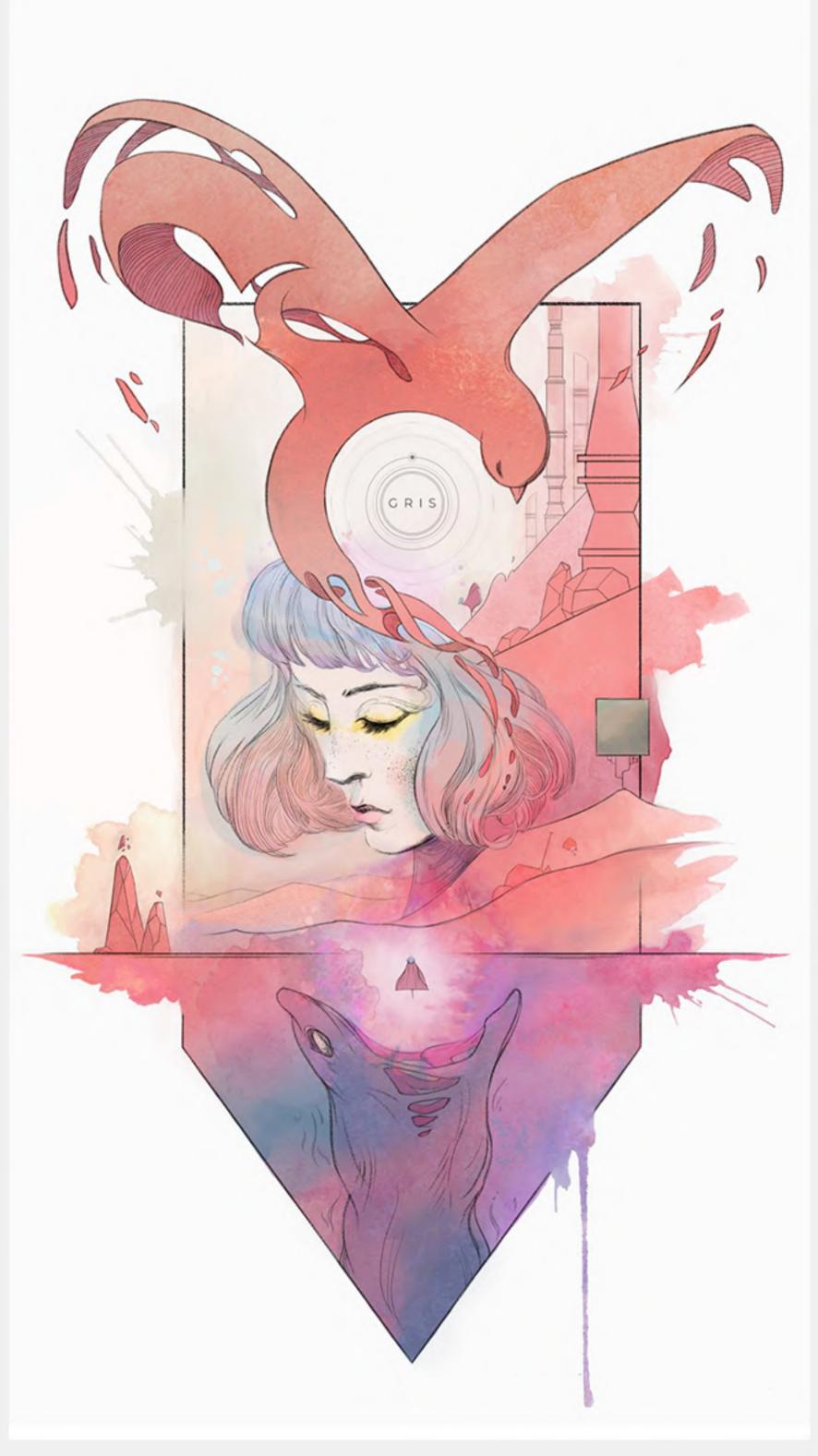


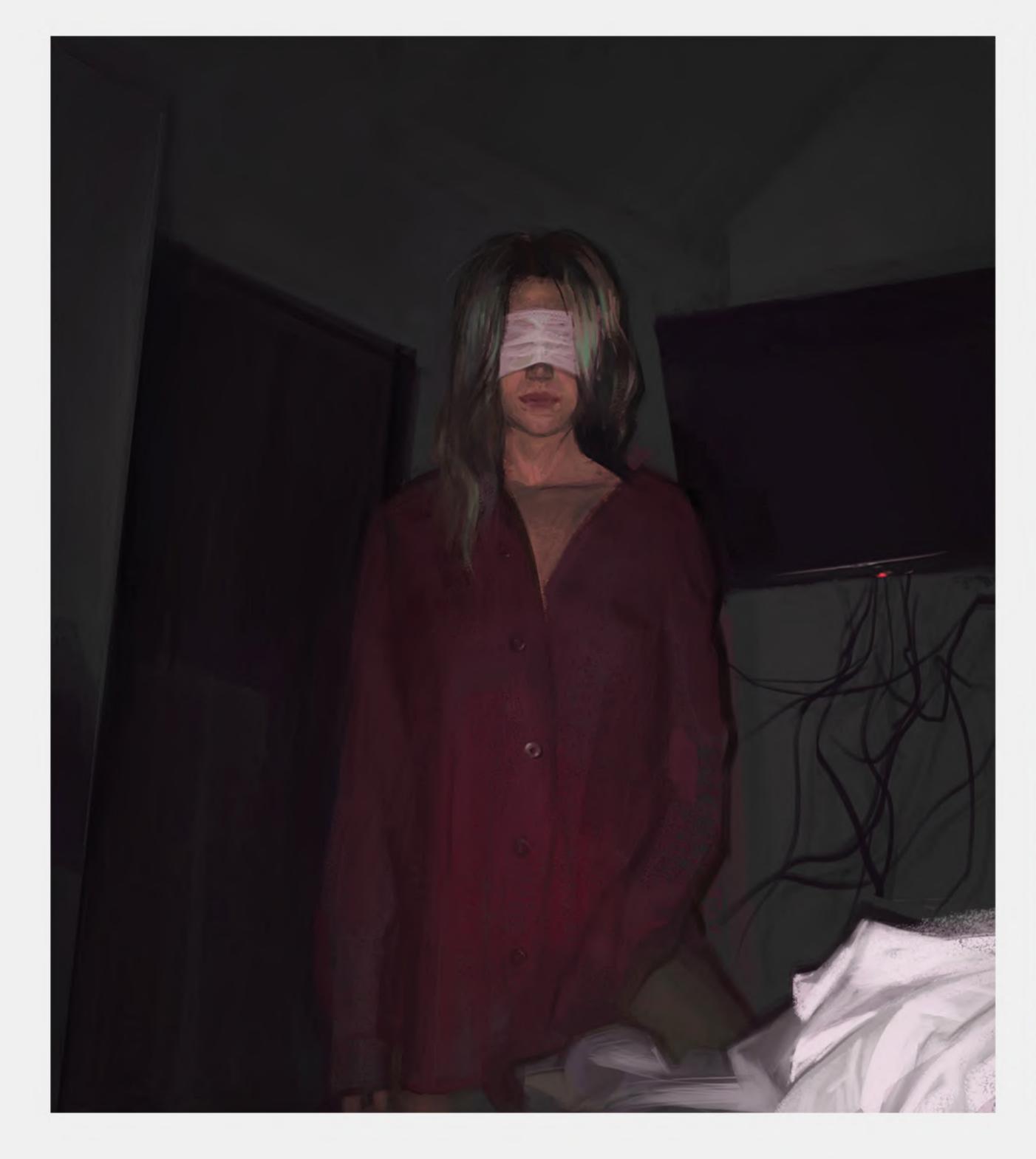


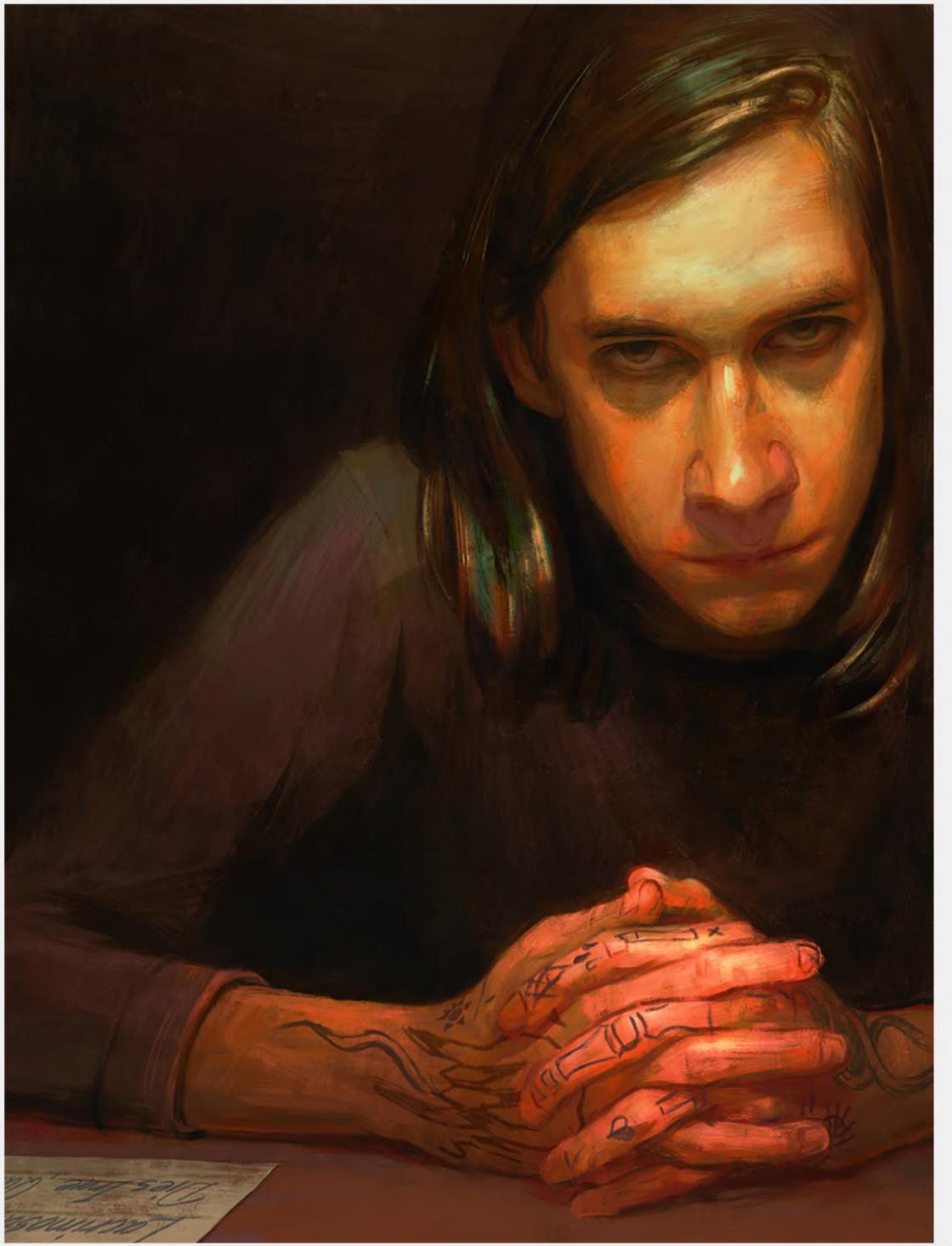


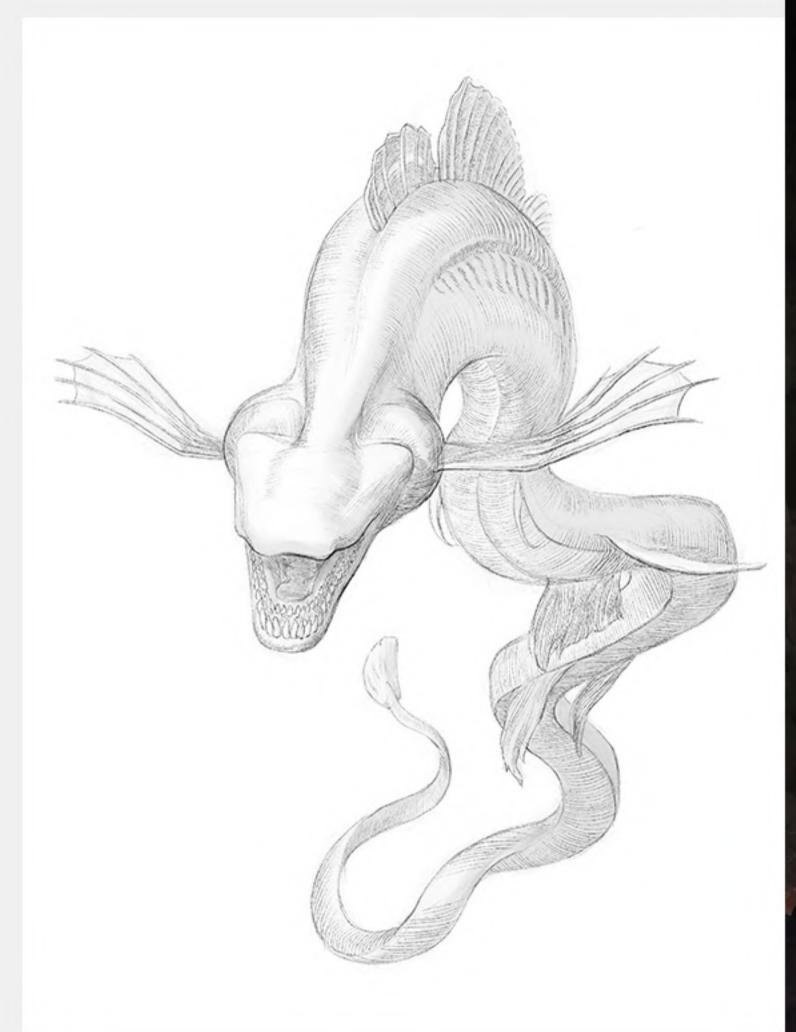










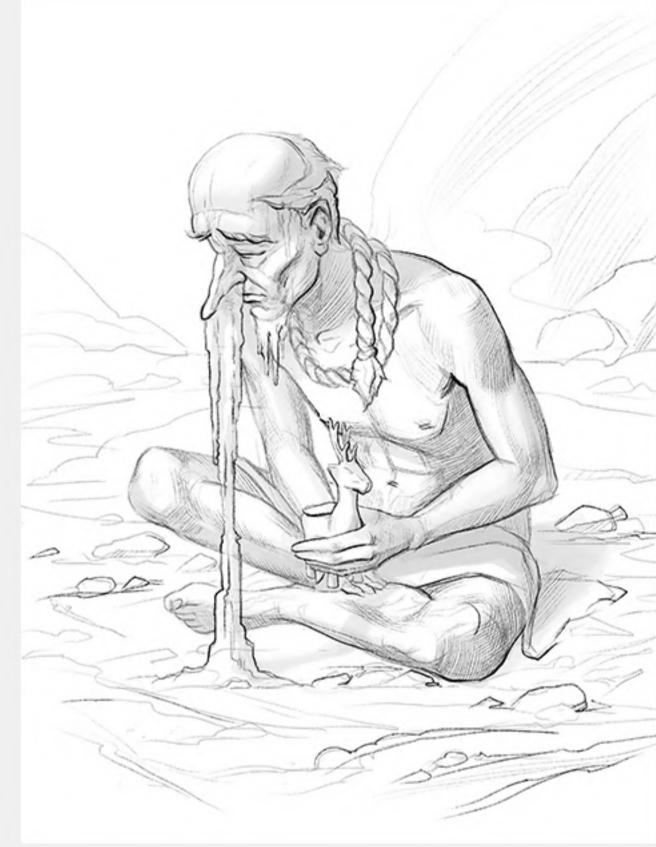












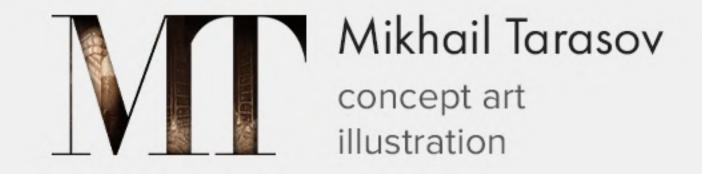












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PROFILE	Concept artist and illustrator with over 5 years of experience. Worked on game projects, illustrations for print and digital media. I also have extensive experience in traditional art. Freehand drawing, concept art for characters and environments. Always happy to explore new directions.
SKILLS	Character concept art
	Environment concept art
	Illustration
	Promo art, cover art
	UI, icons
	Traditional art
SOFTWARE	Adobe Photoshop (experienced)
	Adobe Illustrator (experienced)
	Procreate (experienced)
	Autodesk 3DS Max (basics)
	Blender (basics)
	Unreal Engine 4 (basics)
	Unity (basics)
EDUCATION	Moscow State Academic Art Institute named after V.I. Surikov
	Moscow Academic Art Lyceum at the Russian Academy of Arts
LANGUAGES	English (conversational)