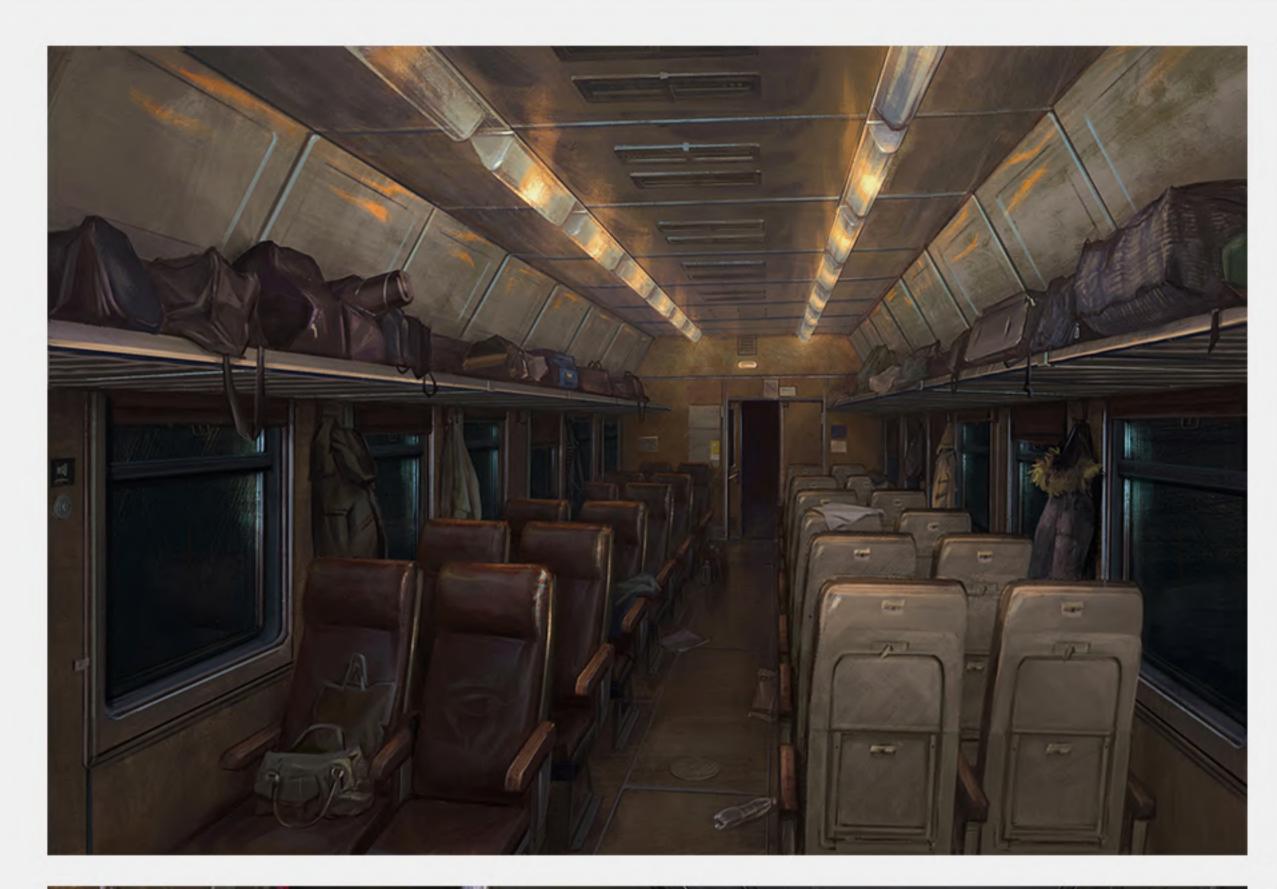
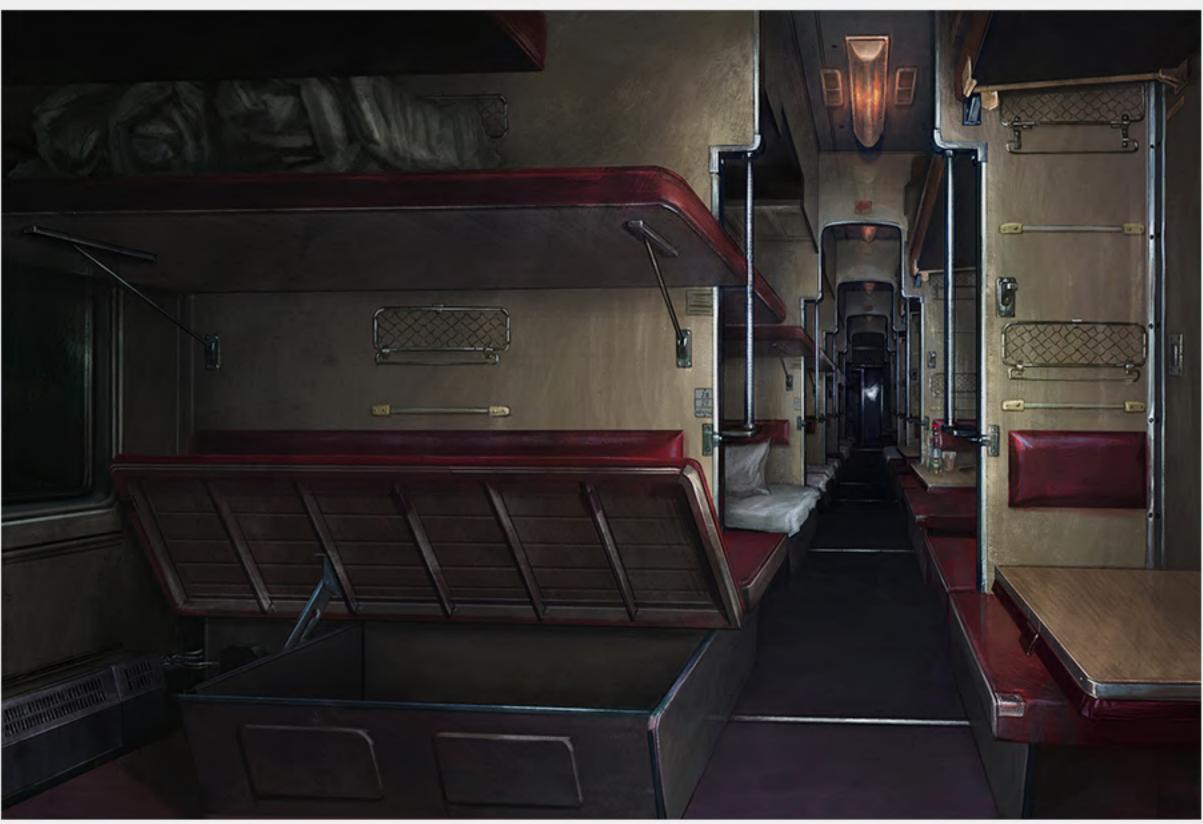


Concept Artist portfolio









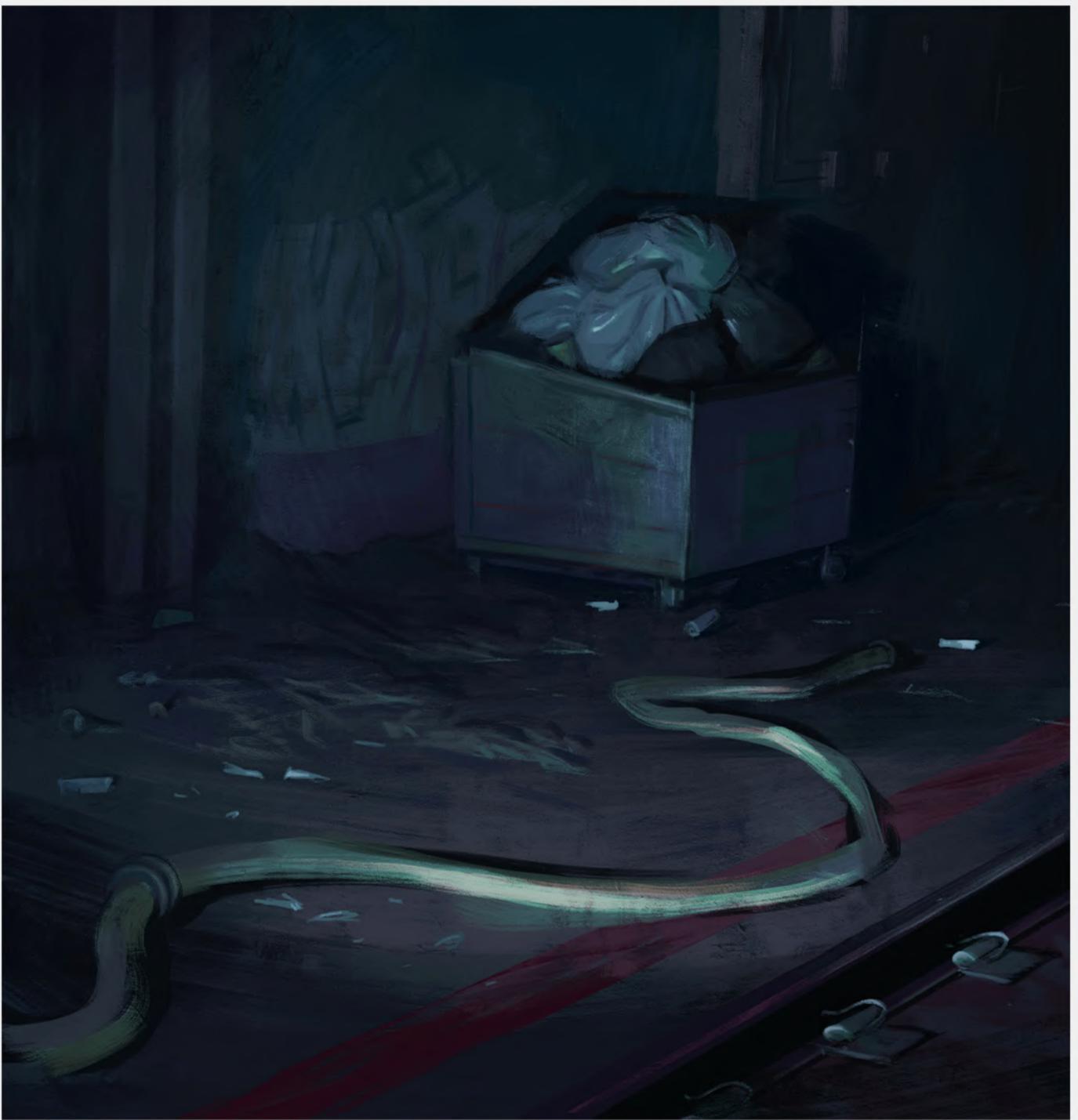


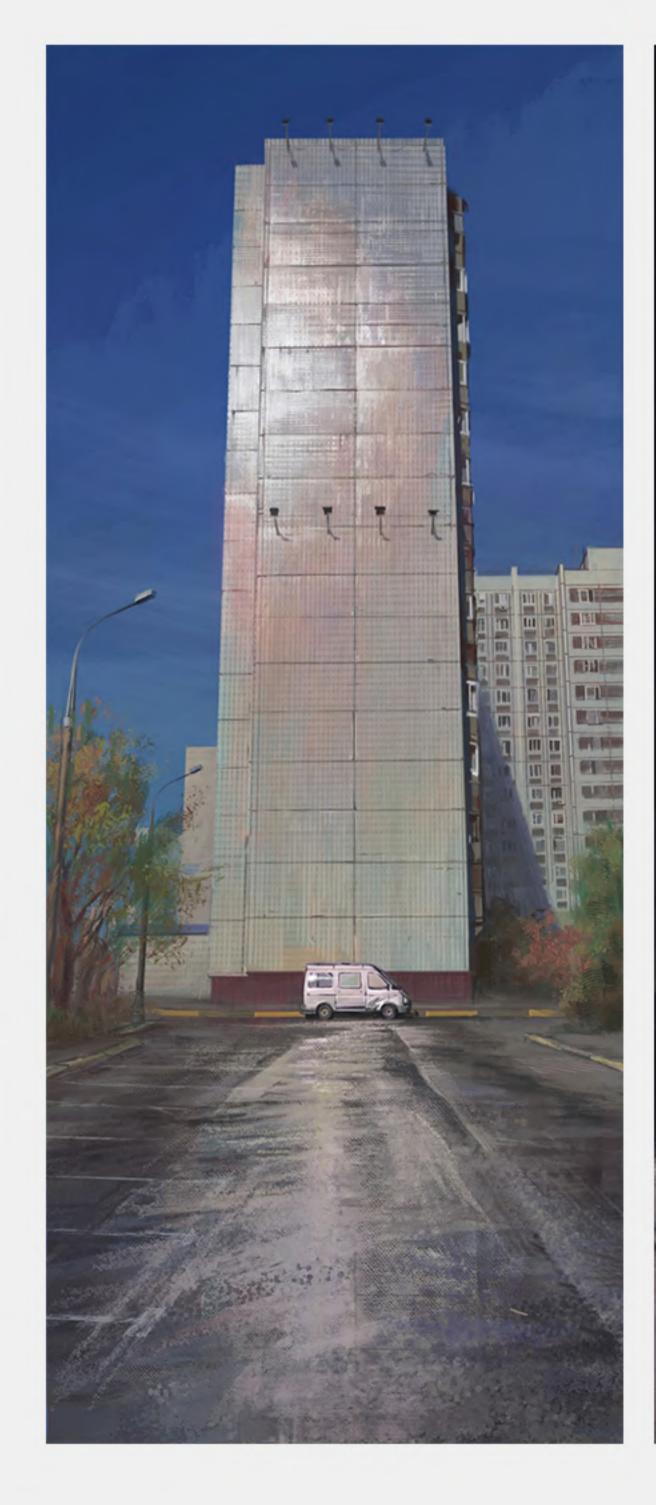








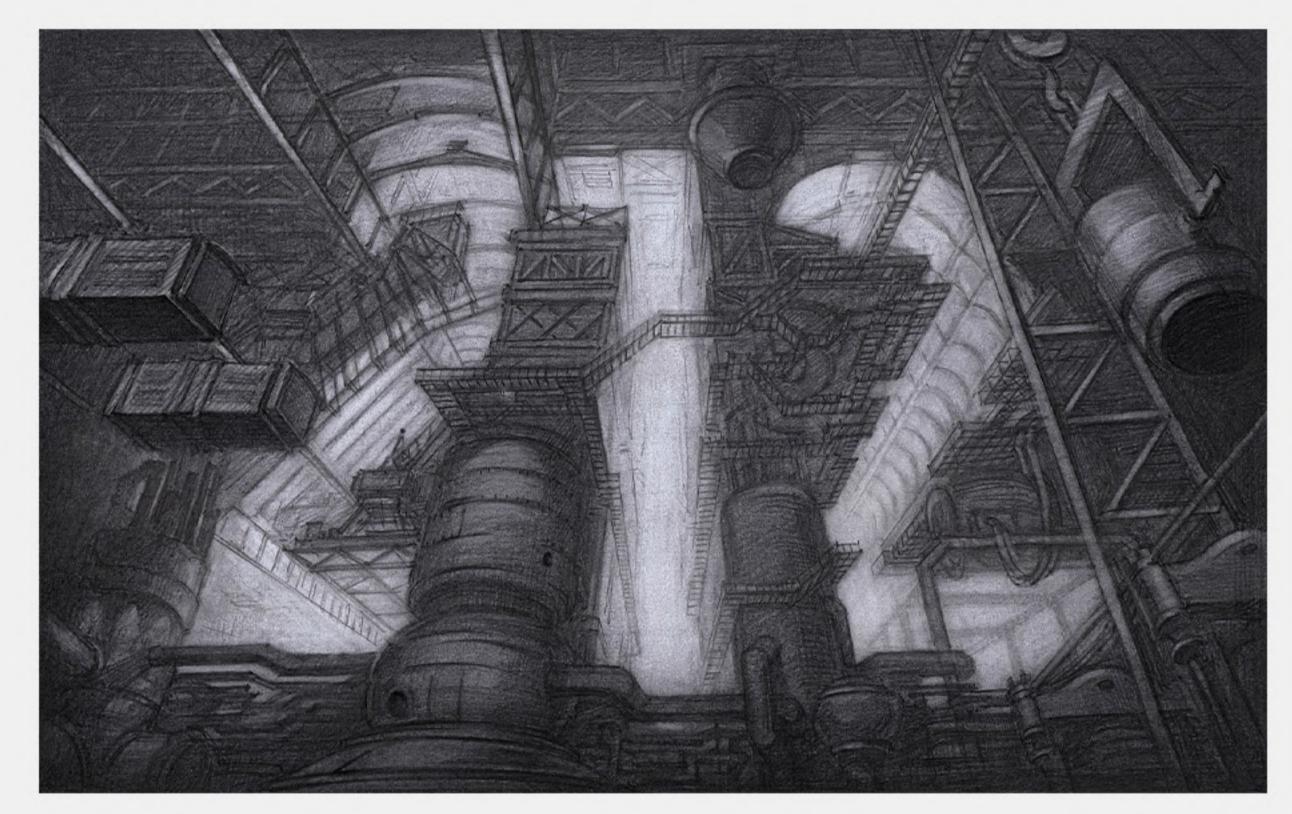








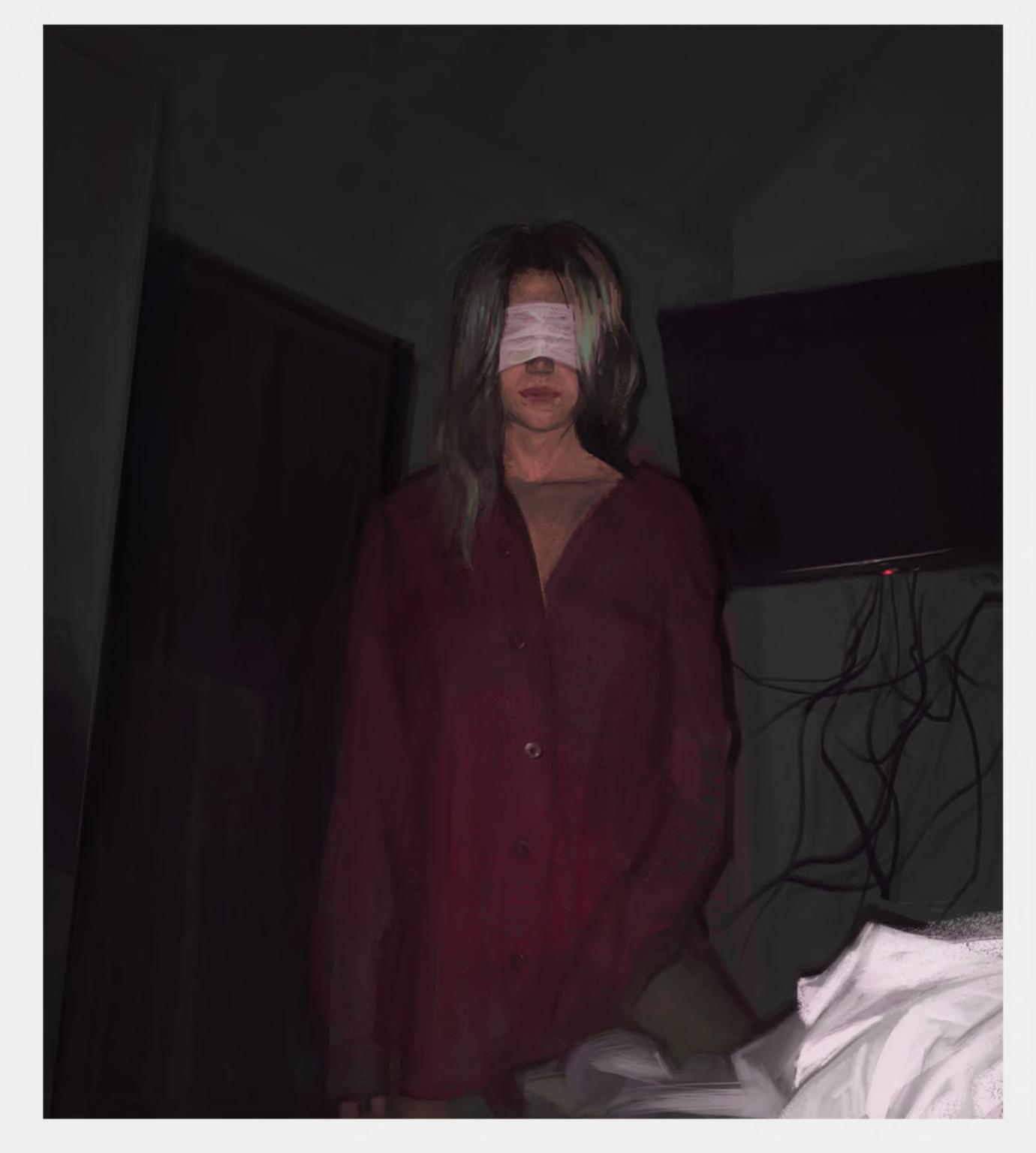




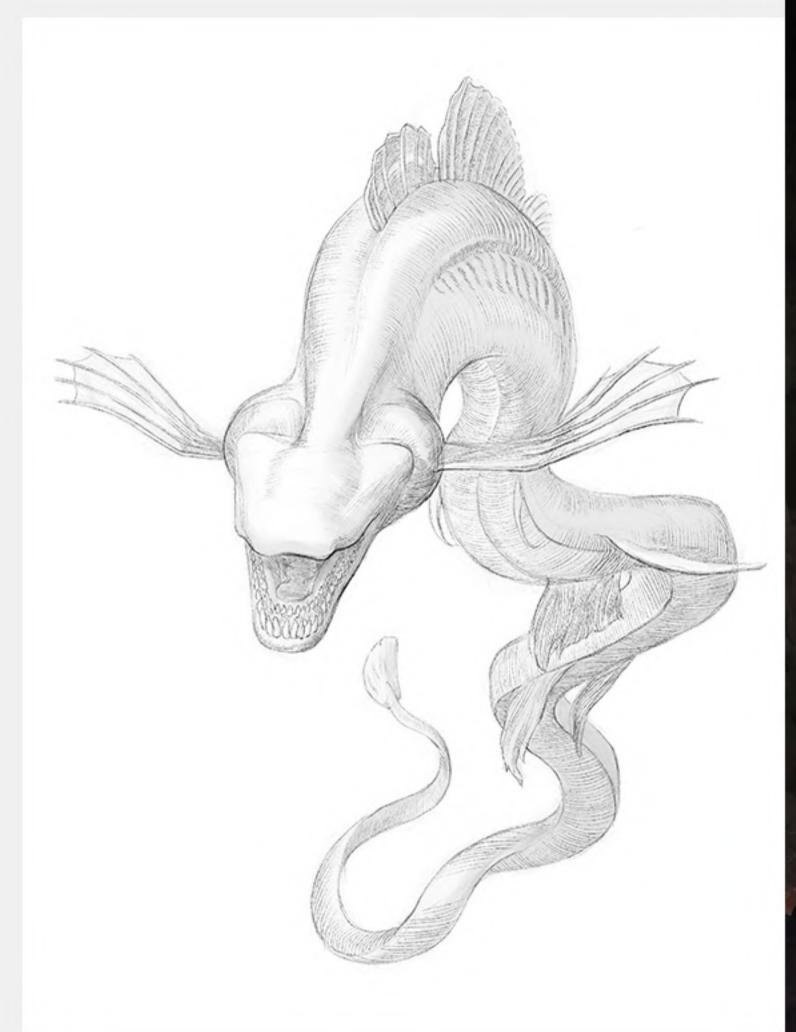










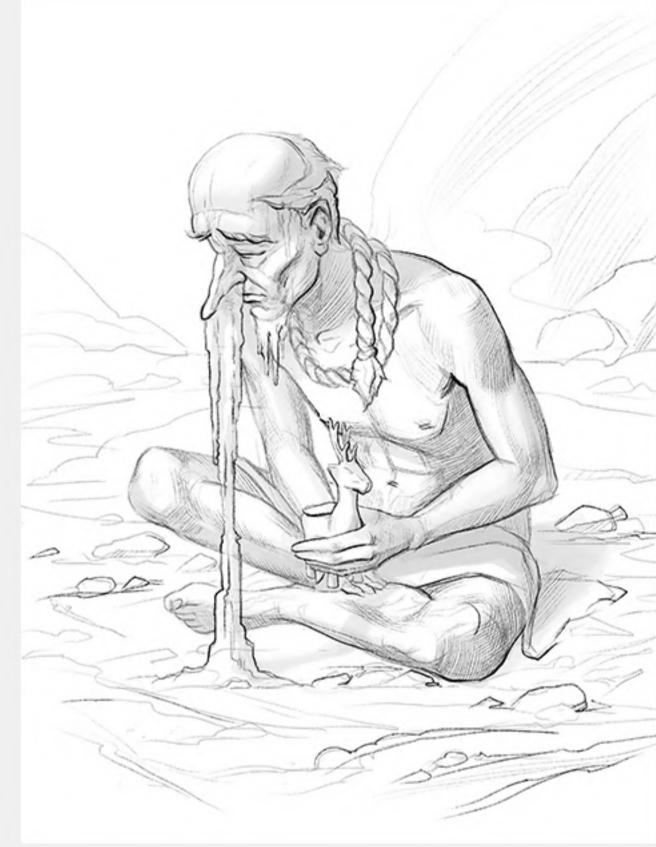










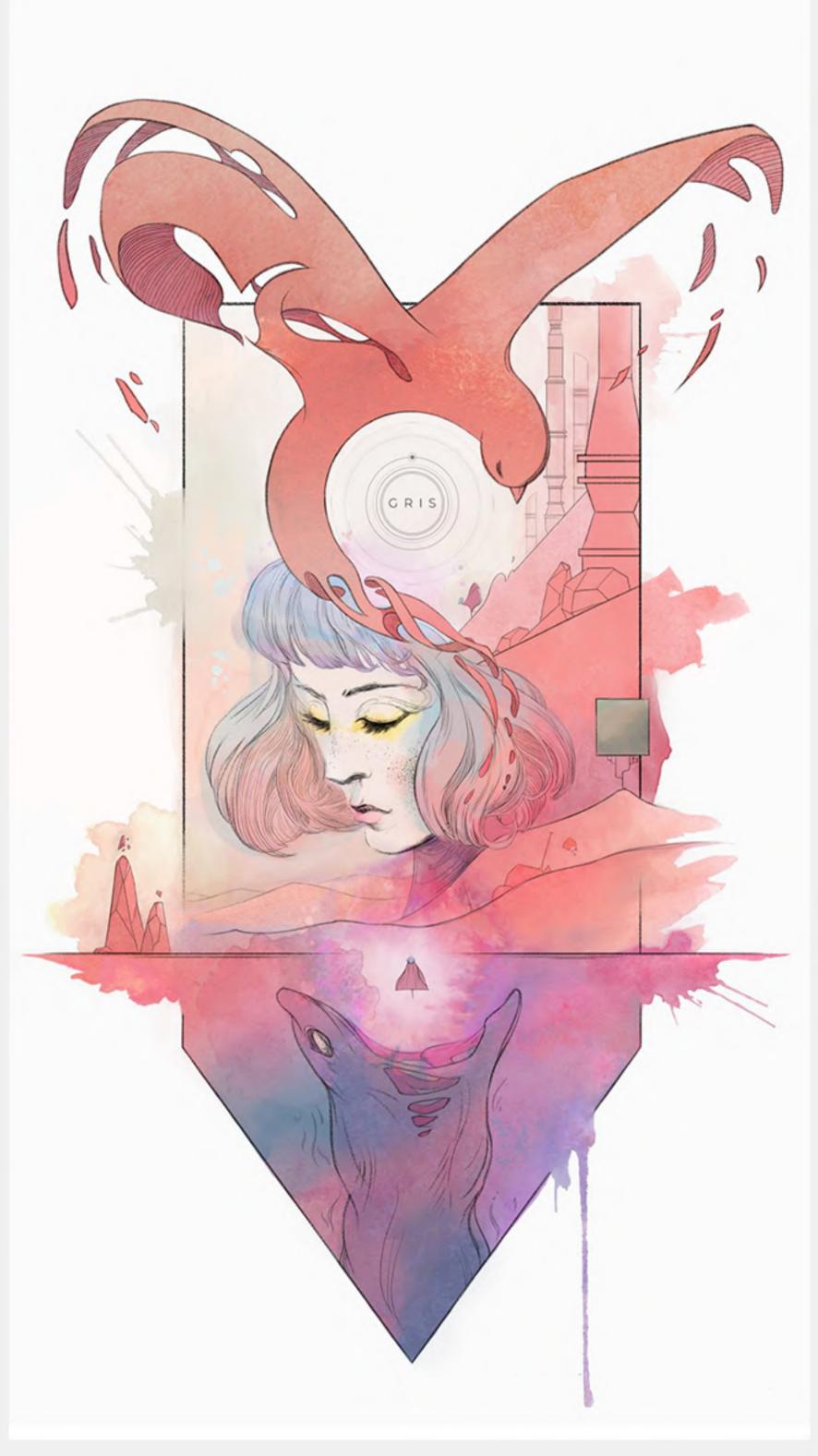






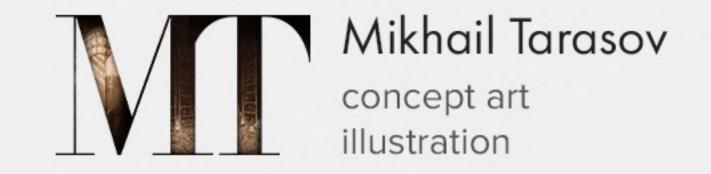












MIKHAIL TARASOV

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artstation GRAFIT212

instagram @GRAFIT2122

PROFILE	Concept artist and illustrator with 3 years of experience. Worked on game projects, created concepts for environments and character I also have academic art education and extensive experience in traditional art.
	Always happy to explore new directions.
	Character concept art
	Environment concept art
SKILLS	Illustration
	Promo art, cover art
	UI, icons Traditional art
SOFTWARE	Adobe Photoshop (experienced)
	Adobe Illustrator (experienced)
	Procreate (experienced)
	Blender (basics)
	3DCoat (basics)
	Unreal Engine 4 (basics)
	Unity (basics)
EDLICATION	Moscow State Academic Art Institute named after V.I. Surikov
EDUCATION	Moscow Academic Art Lyceum at the Russian Academy of Arts
LANGUAGES	English (conversational)
LANGUAGES	Russian (native)