

E-mail: alexey@belibr.com

Website: <http://www.belibr.com>

Cell: +79057054594

Location: Russia, Moscow

Languages: English (intermediate), Russian(native).

OBJECTIVE

To find a full-time position as an illustrator or as a character/creature-designer, and/or concept-artist in the entertainment industry. I aspire to expand my knowledge of illustration and conceptual design, and the industry itself, and to obtain more skill sets along the way.

SUMMARY OF QUALIFICATIONS

Artist, illustrator, sketcher.
Excellent illustration skill in digital media.
Strong imagination, good sense of composition and color.
Hard-working, eager to learn with great attitude.
Task management programs user experience.

Software:

- Excellent: Photoshop, Painter, Flash
- Good: Illustrator, SketchUp, Word, Excel, Powerpoint
- Basic: Maya, Zbrush

EXPERIENCE

Full-time positions:

2008 to present, **Game artist** | Q1 LLC., Moscow, Russia.
Browser based MMORPG "War.ru" (<http://war.ru>):

- Character concept artist
- Conceptualize monsters and creatures
- Conceptualize architecture and objects
- Created textures for in-game assets
- Assisted the PR department in creating marketing materials such as t-shirt art and other promotional artwork
- Site illustrations
- Computer software used: Photoshop, Painter , SketchUp

Not announced MMORPG project:

- Lead character and costume concept artist

2007-2008, **Cover artist** | Akella, Moscow, Russia.

- Cover art illustration
- Over 70 cover arts for pc-games
- Arts for posters
- Illustrations for game magazines advertisement

2006-2007, **Graphic designer** | Interphoto, Moscow, Russia.

- Photoprinting sites design (Including: <http://netprint.ru>)
- Corporate visual identity. Corporate logo
- Photo-products graphic design and illustrating (posters, calendars, etc.)
- UI graphic design of the client programs
- Animated Flash banners
- Art-directing of freelancers

2000-2006, **Graphic designer** | Lukoil-INFORM, Moscow, Russia.

- Corporate sites design (Including: <http://www.lukoilchemical.com>)
- Illustrating company brochures, packaging and web site
- Logotypes
- Animated Flash banners
- Making interactive Flash and Powerpoint company presentations
- UI graphic design of multimedia encyclopedias.

EXPERIENCE

Freelance positions:

2009 - Present, **Artist/Illustrator** | Wizards of the Coast

- Produced interior illustrations for magazines "Dragon" and "Dungeon"

2009 - Present, **Artist/Illustrator** | Paizo Publishing LLC

- Cover arts for fantasy roleplaying game "Pathfinder"
- Interior illustrations for for fantasy roleplaying game "Pathfinder"

2009 – Present, **Artist/Illustrator** | Fantasy Flight Games

- Projects: Warhammer Fantasy LCG, A Game of Thrones LCG, Descent: the Sea of Blood, Call of Cthulhu LCG
- Produced illustrations for boardgames

EDUCATION

1993-1996, Art school, Moscow, Russia.

1996-2001, BFA at Moscow State Pedagogical University.

The Faculty of Arts (Drawing and Painting), acquired the profession of fine arts teacher.

2001-2004, Post-graduate course in the same university and got the candidate of pedagogical science degree.