

# Danny Kundzinsh – Concept Artist

Caliente, CA, USA

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Portfolio: <http://dannykundzinshart.com/pages/concept-art>

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## SKILLS

- Concept Artist with 7+ years Freelance Games Industry & Publishing experience.
- Able to work on a multitude of different subjects to various levels of completion.
- *Traditional art skills:* oil painting, acrylic painting, watercolor, pencils, ink, charcoal, markers.
- *Software:* Adobe Photoshop, SketchUp, Daz3D.
- Character & Environment design, hard surface design, soft surface design/creatures, UI, Game assets & prop design.
- Storyboarding, production concept art, traditional tools used for conceptualizing designs, as well as digital.

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## PROFESSIONAL EXPERIENCE

### Hero Blocks

#### Lead Concept artist

**05/2017-10/2017**

- Art lead responsibilities ; supervising 3D artists and approving 3D models, making sure they stay true to design and game brand before it's forwarded to the art director for final approval.
- Creating concept art for environments, characters, weapons, props and vehicles.
- Creating visual solutions for game mechanics, character roles and general problem solving.
- Illustration splash artwork for promotional purposes and in game art.

#### Freelance Concept Artist and Illustrator

**07/2010-Present**

- Freelance artist doing conceptual art for video games, board games, toys, books and magazines.
- Created product and industrial design, vehicles, environments, characters and any other type of conceptual design needed for either PC, mobile games or apps.

#### SOS Children's Safety Magazine

**05/2013-03/2016**

#### Freelance Lead Illustrator & Comic Artist

- Worked for the Canadian children's safety magazine as the lead illustrator and comic artist.
- Creating monthly front cover illustrations, and any other assets needed for their online & offline publications.

#### The Dragon Empire LLC

**08/2015-09/2016**

#### Lead Concept Artist

- Part of *The Dragon Empire* development team where I was responsible for all aspects of visual design which included the look and feel of the game, User interface, conceptual design as well as promotional illustration.
- The game has been around since 2008 and is currently under development and is being remade for mobile devices as well as PC.

#### Freelance Graphic Designer

**2003-Present**

- Occasionally I create Logos, Web Design & User interface, as well as vector illustration, both for PC & mobile devices.
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## **EDUCATION**

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- Digital Media & Graphic Design (3 years training)
- Some college, drawing and painting art classes both online, and in art school.