

# Panagiotis Cheliotis

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## Profile

I am a concept artist and illustrator, with a passion for creating characters, monsters, worlds and visual stories. I have experience in the video game field and I understand the workflow of making art for real time rendering. My main strength is that I can pick up my magical digital wand and turn ideas into shapes and designs.

## Experience

### **3D Artist, Eyelead Software, Jan 2016 - Oct 2016**

- 3D sculpting of ancient Greek statues
- Recreation of ancient Greek temples in 3D models
- Create UVs and textures
- Importing and setting up all the 3D models in a real time graphic engine

### **CG Artist, Innofame Ltd, Jul 2013 - Jun 2016**

Battle Conquest, Emphyrean Rule

- Concept art of characters, monsters and environments
- Provide Illustration for in game assets, icons and promotional images
- 3D modeling and texturing of characters, environments and props

### **CG Artist, Clipwire Games, Nov 2012 - May 2013**

Critter Conquest

- Concept art of characters
- 3D sculpting and texturing of characters
- 3D modeling of props

## Skills

- Concept Art
- Illustration
- Digital Sculpting
- 3D Modeling
- Texturing

## Software

Photoshop, Modo, ZBrush, Mudbox, Sketchbook Pro

## Education

### **Associate's degree, 3D Animation, 2007 - 2009**

Intergraphics, Private Institute of Vocational Training

## Awards and

## Publications

3DTotal Excellence Award, Feb 2013

Tutorial for 3DTotal, May 2013

Featured in the Gallery of 3DArtist magazine, Sep 2012

Featured in Expose 10 artbook, Ballistic Publishing, 2012