

Ivan Sević

Character artist | Concept artist | Illustrator

📍 Šabac, Serbia

PROFESSIONAL PROFILE

Passionate, highly motivated concept artist and illustrator with 7+ years of experience in game industry, I've collaborated with various individuals and companies both as a freelancer and full time employee.

Specializing in character and vehicle design I integrate modeling and rendering techniques with illustrative skills to create iconic designs, pre-production concepts and promotional illustrations for games and movies.

Capable of working with various styles, I strive towards learning new approaches and tools while maintaining quality of work.

CAREER HIGHLIGHTS

• Character artist / Illustrator @ Esoteric Forge

09/17 - 12/18 (Full time / Freelance)

My responsibilities were creating over 50+ card illustrations for online multiplayer card game Primal Heroes.

• Concept / Character artist / Illustrator @ Upwork

03/11 - 08/18 (Freelance)

Over the years I was collaborating with large number of individuals and companies, I had a pleasure to work as concept artist for short movies designing characters and vehicles, and making high quality illustrations for book covers and marketing.

• Character artist / Illustrator @ Qube

05/17 - 02/18 (Full time / In-house / Freelance)

I had a pleasure to work on character illustrations and additional content (Backgrounds, Symbols, Splash art) for Casino Games.

• Character artist @ Seventh Sphere Publishing

06/16 - 04/17 (Freelance)

I was involved creating various character illustrations for tabletop Open Legend RPG. Some of the art is used as promotional material as well for very successful Kickstarter campaign.

• Concept / Character artist @ Eipix Entertainment

03/14 - 03/17 (Full time / In-house / Freelance)

This role involved collaborating with lead artists, producers and game designers while creating concept art for scenes and environments, at some point I've transitioned to character art where I was tasked to create characters for both In-game and Cinematic.

I've contributed to over 30+ titles during my time working in-house.

EDUCATION

• BA, Graphic Design

2009 - 2013

Higher Technical School of Professional Studies Novi Sad

• Graphic Design / Sign Painter

2004 - 2008

School Of Applied Arts Šabac

CONTACT / SOCIAL

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TECHNICAL EXPERTISE

- Photoshop
- Zbrush
- 3D Coat
- 3ds Max
- Daz Studio
- KeyShot

ADDITIONAL SKILLS

- 3D Modeling
- Creature design
- Pre-production art
- Environmental design
- Visual storytelling