

# Edgaras Cernikas

Concept Artist

edgarascernikas@gmail.com  
+370 673 76369  
Vilnius, Lithuania

PORTFOLIO [edgarascernikas.com](http://edgarascernikas.com)

**SUMMARY** I am a versatile Concept artist and not restricted to one theme and style. My skills range from fast sketches to proper quality illustrations. Being able to pull off all kinds of concepts in various production pipelines due to my long freelance experience (more than 5 years) where I worked closely with other artists, art directors and producers to push the quality of a giving project. I have experience in the video game, film and toy industry.

I have an excellent eye for detail and I try to flesh that out with even the fastest and roughest works. I am able to quickly and effectively respond to critique and feedback. I am comfortable and used to work under high pressure where quantity sometimes is more important than quality, but that of course depends on the project's needs.

**SKILLS**

- Visual Development, Design language development, Concept art, Illustration, Level design.
- Able to do mechanical designs, environments, interiors and props, all this presentable in various stages and/or styles, ranging from fast value color comps to line drawings to full blown quality images.
- Versatile, curious, very open to critiques, and highly motivated.
- Quickly adapts to new work environments, able to work independently and with teams.
- Excellent communication skills.

**EXPERIENCE**

**Freelance**  
**Concept Artist**  
Vilnius, Lithuania, Jan 2014 – Present

- Created mechanical designs, vehicles, environments and props mostly for mobile games.
- Designed game related graphic art and illustrations.
- Delivered very clear design layouts on how to proceed with the design tasks once it's been handed to the 3D artists.

Clients: Hot Wheels (Mattel), BitFry Game Studios, Ogilvy, Pocket Sheep (No Brakes Games).

## Bit Fry Game Studios

**Vehicle Artist**  
Portsmouth, USA, Apr 2016 – Jun 2018

- Designed vehicle concepts for Mattel's Hot Wheels.
- Adapted to different artistic styles and workflows according to project's needs.
- Designed game related illustrations for marketing purposes across social media and blogs.

**EDUCATION** **Focal Point (Concept Art School)**

**Certificate of completion**  
Gdansk, Poland, Oct 2018 – Dec 2018

Attended intensive Concept Art courses held by industry professionals.

## Vilnius Academy of Arts

**Master of Graphic Design (MA)**  
Vilnius, Lithuania, Sep 2007 – Jun 2013

Received the certificate of professionalism in graphic design.

**LANGUAGES** **English** (fluent), **Russian** (fluent), **Lithuanian** (native).