



Daniel Solovev

Concept Designer and CG instructor

Baltiyskaya st. 10k1, flat 68
Moscow, Russia, 125315
(+7) (985) 699-37-49
danielsolovev.art
turbosolovev@ya.ru

ABOUT ME

“There are no small details” — my life’s credo.

It doesn’t matter what we are talking about: an interstellar spaceship or a traditional Japanese kimono. I will figure out how any of that works.

WORK EXPERIENCE

SKY CASTLE STUDIOS LLC, Santa Monica – *Concept Designer*

September 2019 – Present

I’m currently working on weapon designs for Heroforge.com miniature builder.

Weapon Concept Art, Moscow – *CG Instructor*

June 2018 – Present

I’m also currently working as an independent instructor and teaching both artists and corporate clients how to make cool guns for videogames, especially for the first-person shooters.

Renderdock, Kiev – *Concept Designer*

September 2019

Created a few props design for a sci-fi first-person shooter.

Room8 Studio, Kiev – *Concept Designer*

June 2019 – August 2019

Created a megastructure concept for a sci-fi MMO RPG.

Zmotion, Moscow – *CG Instructor*

March 2019 – May 2019

Created Marvelous Designer tutorials bundle for ZMotion course.

My.Com (Mail.Ru Games), Moscow – *Concept Designer*

September 2018 – March 2019

Created some weapon concepts for an AAA first-person shooter.

SKILLS

Concept Design, Sketching,
3D modeling.

SOFTWARE

Zbrush, Photoshop, Keyshot,
Marmoset Toolbag,
Marvelous Designer, 3ds Max,
SpaceClaim, Fusion 360.

LANGUAGES

Russian, English.

ACHIEVEMENTS

Borderlands 3 Art Blast. I was mentioned in [Artstation’s article](#) about the art of Borderlands 3.

CGEvent Moscow 2018. I gave a [lecture](#) about searching for ideas and finding the design.

CGEvent Moscow 2017. I gave a [lecture](#) about weapon design for AAA games.

Article at 80.lv website.
[“Creating Sci-fi Weapons for Games”](#).

Loop, Moscow – Concept Designer

September 2018 – October 2018

Created an assembly line design for “A New Hope” movie that was released at Pause Fest 2019.

Smirnov School, Moscow – CG Instructor

October 2016 – June 2018

I worked for an online school as a “Video games weapon design” teacher.

Gearbox Software, Frisco – Concept Designer

September 2017 – November 2017

Created COV pistols concepts for Borderlands 3 first-person shooter.

Grenade Games LLC, Roswell — Concept Designer, Character artist

July 2016 – August 2017

Created weapon and environment concepts and made a few hi-poly character models.

Scream School, Moscow – CG Instructor

January 2016 – March 2017

I worked for a school as a “Video games weapon design” teacher.

Tsarism Games, Amsterdam – Concept Designer

February 2016 – April 2016

Created a lot of gun concepts for a “State of Free” third-person shooter.

My.Com (Mail.Ru Games), Moscow – Lead Concept Artist

November 2014 – May 2016

I worked at an office as lead concept artist for a cancelled AAA first-person shooter and I was responsible for: early R&D concepts; weapon, environment and props concept-design; some technical stuff like textures etc.

Arktos Entertainment, Los Angeles – Concept Designer

February 2014 – October 2014

Created a lot of vehicles concepts for a third-person vehicle shooter.

TriumphPRO, Moscow – Lead Concept Artist

March 2013 – February 2014

I started my journey here, in a small art-department at cozy VFX-studio. I was a lead concept artist and worked on a lot of different projects like movies, commercials, 3D mapping shows, and many others. I was making rough sketches, final concepts, as well as 3d-models, UV's,

ACHIEVEMENTS

Stream for CGAllies channel. I gave a [livestream](#) and [tutorial](#) for CGAllies Youtube channel popular in Russian speaking countries.

Stream for CGSpeak channel. I gave a [livestream](#) for CGSpeak Youtube channel popular in Russian speaking countries.

textures, renders, 2D and 3D animations.

EDUCATION

Gubkin Russian State University of Oil and Gas, Moscow, Russia – *A master's degree in Oil Field Development and Operation.*

September 2008 – June 2013

REFERENCES

Kevin Duc – *Associate Art Director at Gearbox Software*

kevin.duc@gearboxsoftware.com

Konstantin Vavilov – *Senior Concept Artist at Blizzard*

kvavilov@blizzard.com

Grigory Lebidko – *Art Director at Mail.Ru*

spiritamael@gmail.com