

NATALIA PATKIEWICZ

VISUAL DEVELOPMENT ARTIST AND ILLUSTRATOR

STATEMENT

To shortly introduce myself I'm currently working as a Layout artist at Submarine studios in Amsterdam but since the layout production will be finishing soon I'm on a lookout for new opportunities that would let me work as a part of the team on more full time basis. I have experience with working within both small indie teams and a larger studio environment. I really enjoy working in a dynamic fast paced environment, sharing knowledge and have really good time management, communication and organisational skills.

EDUCATION

2013 - 2017

BA ILLUSTRATION

Plymouth University/ First Class Honours

2019

CGMA

Fundamentals of Architecture Design with Tyler Edlin, Environment Concept Design with Aaron Limonick

EXPERIENCE

2019-Present

SUBMARINE STUDIO

Layout artist

Production and clean-up of Layouts

2018 - Present

FREELANCE

Visual Development Artist and Illustrator

Various works including, Environment Design, Colourist or Illustrator for companies such as Brand New Games, Burda Media. and collaborations with artist Peter Klijn

2017 - 2018

BURN THE CURTAIN

Illustrator

Visual Development and Production Game artist for "Snarkhunter". Setting up a Visual Identity, Colour scripting, Assets Rendering. Working under art director Joe Hancock and with a close collaboration with programmers from Webtoys

2015 - 2017

OXFORD UNIVERSITY MUSEUM OF NATURAL HISTORY

Scientific Illustration Intern

Working in a close collaboration with scientists on developing accurate reconstructions of fossilized specimens such as Thaumaptilion, Plesiosaur "Eve", Anomalocaris Canadensis

REFERENCES

Joe Hancock

Art Director at Burn the Curtain

E: info@burnthecurtain.co.uk

Dr. Hillary Ketchum

Collections Manager at Oxford University

Museum of Natural History

E: hilary.ketchum@oum.ox.ac.uk

CONTACT

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SKILLS

Photoshop CC

Indesign CC

Gravity Sketch

Octane Renderer

Procreate

Agile Work Environment