



Timur Kvasov

Concept Artist

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artstation.com/timurkvasov

ABOUT ME

Concept designer and illustrator with more than 5 years of professional experience in video games industry, film industry and Illustration.

WORK EXPERIENCE

5518 Studios, Los Angeles - *Concept Artist and Illustrator*

March 2020 - August 2020

Created concepts of characters, skins, environments, frames and props for various outsource projects. Close cooperation with COO and studio clients directly.

Freelance, Saint Petersburg - *Illustrator*

November 2020 - February 2020

NDA work. Created backgrounds for animation project.

Koshutin.com, Saint Petersburg - *Freelance Artist*

May 2019 - April 2020

Created characters for indie game "Highfleet".

My.Com, Moscow - *Freelance Concept Artist*

August 2019

Created some character concept sketches for an AAA first-person shooter.

5518 Studios, Los Angeles - *Freelance Concept Artist*

May 2019 - January 2020

Created concepts of characters, environments, frames and props for various outsource projects of studio partners.

Bitbox Ltd, Moscow - *Concept Artist and Illustrator*

January 2017 - February 2019

Created concept art and promotional art for sandbox medieval game "Life is Feudal", strategy city builder "Forest Village" and mmofps "Agony of War".

SKILLS

Concept Design, Illustration, Digital Painting, Sketching, Photobashing, 3d Sketching, Matte Painting.

SOFTWARE

Photoshop, 3d Coat, Blender, Zbrush, Keyshot, Marvelous Designer.

LANGUAGES

Russian, English.

ACHIEVEMENTS

Smirnov School. I gave a lecture "Photobashing is not cheat, but an instrument" on January 11, 2020.

Skills Up School. I gave a lecture "Photobashing and 3D for concept artist" on February 21, 2020.

ImagineFX. Publication in magazine issue #185.

Magic CG. Publication in magazine issue #69.

3DD Productions, London - Freelance Illustrator

July 2017

Created illustrations for documentary TV series "Myths & Monsters".

GreenFX, Saint Petersburg - Freelance Matte Painter

June 2017

Created matte painting for movie "Frontier".

Gaming Boom Studios, Moscow - Freelance Concept Artist

December 2016 - January 2017

Created concept art for arcade race game "LifeRace".

White Noise Team, Saint Petersburg - Freelance Concept Artist

November 2016 - December 2016

Created environment art for horror game "Twin Soul".

Freelance, Saint Petersburg - Concept Artist and Illustrator

July 2016 - November 2016

NDA work. Created backgrounds for mobile game.

Alexanna Games, Saint Petersburg - Concept Artist and Illustrator

February 2015 - July 2016

Created concept art and ingame art for mobile tcg "Lords of Asteria" and environment concept art for unannounced mobile game.

Prelude Games Factory, Saint Petersburg - Freelance Concept Artist

January 2015 - February 2015

Created environment concept art for mmorpg "Dogma: Eternal Night".

Hobby World, Moscow - Freelance Illustrator

January 2013 - May 2013

Created illustrations for trading card games "Berserk" and "Berserk Heroes".

EDUCATION

Stavropol State Pedagogical Institute, Stavropol - A master's degree in Graphic Design.

September 2008 - March 2014