

Panagiotis Cheliotis

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Profile

I am a cg artist with a passion for creating characters, monsters, props, worlds and visual stories. I have experience in the video game field and I understand the workflow of making art for real time rendering. My main strength is that I can pick up my magical wand and turn ideas into shapes and designs.

Experience

Concept Artist, Innofame Ltd, Mar 2018 - Jul 2019

Endelynn (Unpublished)

- Concept art and design of characters, environments and props

Digital Sculptor/3D Artist, Eyelead Software, Jan 2016 - Oct 2017

- 3D sculpting of ancient Greek statues
- Recreation of ancient Greek temples in 3D models
- Create UVs and textures
- Importing and setting up all the 3d models in a real time graphic engine

3D/2D Artist, Innofame Ltd, Jul 2013 - Jun 2016

Battle Conquest, Empyrean Rule

- Concept art of characters, monsters and environments
- Assemble models, textures and animation from external creators to the game needs
- 3D modeling and texturing of characters, environments and props
- Provide illustration for in game assets, icons and promotional images

3D/2D Artist, Clipwire Games, Nov 2012 - May 2013

Critter Conquest

- Concept art of characters
- Digital sculpting of characters
- 3D modeling of props

Skills

- Concept Art
- Digital Sculpting
- 3D Modeling
- Texturing

Software

Photoshop, ZBrush, Modo, Maya, Mudbox, Unity

Education

Associate's degree, 3D Animation, 2007 - 2009

Intergraphics, Private Institute of Vocational Training

**Awards
and Publications**

3DTotal Excellence Award

Tutorial for 3DTotal

Featured in the Gallery of 3DArtist magazine

Featured in Expose 10 artbook, Ballistic Publishing