

Timur Kvasov

Concept Artist

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SUMMARY

Concept Artist and illustrator with over six years of experience in the entertainment industry. My specialties include environment concept art, visual development, character design and keyframes in various styles and genres.

SKILLS

Concept Art, Illustration, Sketching, Photobashing, Matte Painting.

WORK EXPERIENCE

Tencent Games, Shenzhen – *Freelance Concept Artist*

August 2020 - present

Creating character design and weapon skins for "Call of Duty Mobile".

Freelance – *Concept Artist*

February 2015 - June 2021

Worked with different clients and studios. Designed characters, skins, environments, frames and props for several AAA and Indie titles.

Some of my clients:

MicroProse Software

My.Games

3DD Entertainment

Nuare Studio

5518 Studios

SOFTWARE

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

LANGUAGES

Russian, English.

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".

ACHIEVEMENTS

Huion ArtSpace. 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.

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.

EDUCATION

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

September 2008 – March 2014