



# Daniel Solovev

Concept Designer and CG instructor

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## 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

### **Treyarch Corporation, Santa Monica – Concept Designer**

August 2020 – Present

I’m currently making concept design for weapons, vehicles, weapon skins and custom weapon attachments for Call of Duty: Black Ops Cold War.

### **TiMi Studios, Shenzhen – Concept Designer**

May 2020 – Present

I’m also currently making concept design for weapon skins and custom weapon attachments for Call of Duty: Mobile.

### **Lilith Games, Hong Kong – Concept Designer**

February 2020 – April 2020

Worked on weapon designs for third-person shooter.

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

September 2019 – April 2020

Worked on weapon and props designs for Heroforge.com miniature builder.

### **Weapon Concept Art, Moscow – CG Instructor**

June 2018 – March 2020

Worked as an independent instructor and teaching both artists and corporate clients how to make cool guns for videogames, especially for the first-person shooters.

## 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”](#).

## **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.

## **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.

## **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.

## **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, 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](mailto:kevin.duc@gearboxsoftware.com)

### **Konstantin Vavilov – Senior Concept Artist at Blizzard**

[kvavilov@blizzard.com](mailto:kvavilov@blizzard.com)

### **Grigory Lebidko – Art Director at Mail.Ru**

[spiritamael@gmail.com](mailto:spiritamael@gmail.com)