

TOMASZ CHISTOWSKI

ILLUSTRATOR / CONCEPT ARTIST / 2D GRAPHIC DESIGNER



WORK EXPERIENCE

- 2020 – Now **CONCEPT ARTIST & ILLUSTRATOR**
Wargaming.net – Vilnius, Lithuania
- concept art – characters
 - illustration
- 2014 – 2020 **FREELANCE ILLUSTRATOR**
Paizo Inc. – Redmond, Washington, USA
- illustration
 - concept art – characters
 - book layout and design elements
- 2018 – 2020 **DIGITAL ART TEACHER**
Edukreska – Gdynia, Poland
- teaching basic and advanced digital art
- 2017 – 2019 **SENIOR ILLUSTRATOR**
BoomBit S.A. – Gdańsk, Poland
- art lead – directing small team of artists
 - illustration – CCG game
 - concept art – characters, environments, props, ect.
 - game art – 2D assets for mobile games
 - marketing screens and mockups
 - UI & HUD design – for mobile games
- 2015 – 2016 **2D GRAPHIC & CONCEPT ARTIST**
MoonMana. – Gdańsk, Poland
- illustration
 - concept art – characters
 - game art – 2D assets for mobile games
 - UI & HUD design – for mobile games
- 2008 – 2017 **2D GRAPHIC & CONCEPT ARTIST**
Aidem Media Sp. z o.o. – Gdańsk, Poland
- illustration
 - concept art – characters, environments, props, ect.
 - game art – 2d assets for mobile games
 - UI & HUD design – for mobile games

EDUCATION

GRAPHIC DESIGN, BACHELOR OF ARTS
Academy of Fine Arts in Gdańsk, Poland
2010 – 2013

SKILLS

SOFTWARE PROFICIENCY

Adobe Photoshop
Adobe After Effects
SketchUp
DAZ Studio

ENGLISH

intermediate proficiency

POLISH

native language

ABOUT ME

- experience in mobile game development
- solid fundamentals in traditional arts
- deep knowledge of Adobe Photoshop
- working with 3D models and photobashing
- ability to quick sketch the ideas
- team player, enjoying working with people
- passion for digital and board games
- ability to work in different styles and genres

CONTACT

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LINKS

Artstation
LinkedIn