

ALEXANDER DUDAR

CONCEPT ARTIST

ONLINE

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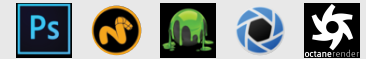
SUMMARY

I am a highly focused and passionate who strives for the best in concept art and design. An individual who loves to be challenged and to push myself towards improvement at every opportunity. I always try to push everything to the highest quality it can be. I am specializing in environment, character, vehicle design, game props etc. in a variety of styles and genres. I am open for new opportunities and freelance work.

SKILLS

Concept Design / Pre-Production Research
3D Modeling / Sculpting
Organic and Hard Surface work-flows
Sketching
Environment Concept art
Character Concept art

Softwares



WORK EXPERIENCE

PLARIUM

Senior Concept artist

Several titles web\social and mobile platform games.

- designing characters, architecture, vehicle, environments and props
- Interacting with the Art Directors and 3D Artists to create piece of high polish product.

July 2014 - Current

FREELANCE

Concept artist

Working with several clients and studios.

January 2017 - Current

Mail Ru Games

SKYFORGE MMORPG (<https://sf.mail.ru/>) - Outsource Concept artis

- designing weapons, armor etc.
- I worked with Lead Artist to create pieces of concept art which then transferred to 3D artist.

March 2014 - August 2014

ILOGOS (outsource game development company) -

Concept artist \ art lead

- I worked with several clients, designing GUI, Icons, Characters, Vehicles, Enviroments etc.

February 2011 - March 2014

EDUCATION

Computer Graphics Master Academy

- Environment Design 2 by Charles Lee
- Environment Design 1 by Aaron Limonick
- Fundamentals of Architecture Design by Nick Gindraux

2015 - 2016

ScreamSchool Moscow

- Basic course of Concept Art intensive

2014

January 2015