

Aleksandr Skramkov

concept artist

RE

RESUME
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BRITHDATE: 03 AUGUST 1979

SUMMARY

CG generalist focused on concept art and illustrations with technical background and artistic experience

RESUME

Ringtail studios

CG artist (current)
- Concept artist / illustrator
- 3D artist

Ganapati

Senior game artist (2017-2020)
- Characters, vehicles, weapons, props design
- Background illustrations
- Storyboards
- UI layouts, icons, bitmap fonts design

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Freelance concept artist (2008-2017)
- Environments, characters, keyframe shots
- Splash screens, promo illustrations
- Matte

EDUCATION

Coop Warehouse (2016)

Loading bay operator
- Input data control
- Robot programming
- Forklift drive

EVR Koehne (2001-2003)

Railroad construction course

Technical college, Kohtla-Jarve, Estonia (1995-2000)

Technical engineer, BA equivalent
- Mechanical units math design
- Industrial nodes architect
- Technical assembler

PROJECTS



The Hunter classic

Avalanche
- 3D artist
- Concept art
- UI



TBD

Starloop
- Concept art



End of Edo (2019)

Ganapati slot game
- Art direction
- Concept art
- Illustrations
- UI
- Feature design
- Game design



Neo Tokyo (2019)

Ganapati slot game
- Art direction
- Concept art
- Illustrations
- UI
- Feature design
- Game design
- Storyboards

LINKS

Portfolio

<https://exeshe4ki.com/mt-content/uploads/2022/03/portfolio.pdf>

Additional skills and techniques

<https://youtu.be/J1t-vLHUjTE>

LinkedIn profile

<https://www.linkedin.com/in/exeshe4ki/>