AleksandrSkramkov
concept artist

CV

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BRITHDATE: 03 AUGUST 1979

SKILLS AND TOOLS

2D

Concept art
- Characters, vehicles, weapons, props
- Environment, (interior/exterior)

Illustrations
- Splash screens,
- Promo art,
- Book covers

3D

Modelling
- Hard surface, sculpt
- Retopology
- UV
- Baking
- Texturing
- Render

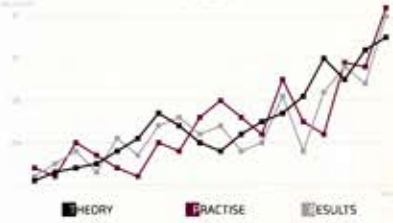
EXTRA

Level design
- Unreal Engine
- TrenchBroom

Storyboards

PaintStorm · Photoshop · Painter · Modo · Zbrush · Unreal Engine

WHO AM I?



ACHIEVEMENTS

The Gathering contest winner (march 27, 2016)
"Creative Gathering" 2nd place in hand drawn graphics with artwork "Early morning smells different"
http://www.gathering.org/tg16/article/128/resultater-i-de-kreative-konkurransene

Published by Render.ru magazine (july 10, 2015)
Artwork "Flying saucer crash" has been published in Render.ru magazine
http://exeshe4ki.com/art/support%20stuff/ren_mag_07_15.pdf

INTERNATIONAL EXPERIENCE

RECOMMENDATIONS

Dmitri Fedotof
CG artist, Lead tutor, Render.ru, https://ru.linkedin.com/in/dima-fedotof-26969577/en
"A very talented artist and concept artist, perfectly conveys the mood, interesting concepts."

Andrey Krivulya
CG artist, 3D award winner at Render.ru https://th.linkedin.com/in/artofcharly/en
"Wonderful artist. Each of his paintings have its own interest. Every picture I consider for a few minutes, studying every detail. The artist makes a wonderful concept art. I recommend to everyone."

HOBBIES

CAYLUS, PUERTO-RICO, Le Havre, ArkhamHorror, **BOARDGAMES**, Soccer, Volleyball, **SPORTS**, Swiming, ***Running***, BARBEQUE, *COFFEE*, BOOKS, **COOKING**, TIPS, History, Travel, Guitar, Animation

TIMELINE