AleksandrSkramkov
concept artist

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RESUME
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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

Exeshe4ki.com
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

Beyond Good and Evil
Ubisoft
- Texture artist

Hearts of Iron IV
Paradox
- 2D art
- Characters
- UI

The Hunter classic
Avalanche
- 3D artist
- Concept art
- UI

N/A
Starloop
- Concept art

LINKS

Portfolio
https://exeshe4ki.com/mt-content/uploads/2023/05/portfolio.pdf

Additional skills and techniques
https://youtu.be/J1t-vLHUjTE

LinkedIn profile
https://www.linkedin.com/in/exeshe4ki/