

Résumé

Timur Mutsaev

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Portfolio: <http://mutsaev.com/gallery.html>

Objective:

A **SENIOR CONCEPT ARTIST** position in an entertainment software industry.

Over Thirteen years proven experience in creating concept drawings, 3D modelling and texturing characters and objects for leading Russian, German and Ukrainian game developers. Track record includes four successful shipped titles. Available for relocation and extensive travel.

Skills:

- Excellent Concept art skills (traditional and digital).
- Creative vision and passion for games.
- Ability to develop ideas into finished designs.
- Exceptionally strong attention to detail.
- Ability to adapt style to match game.
- Excellent knowledge of Photoshop
- Knowledge of Corel Draw, Corel Xara, Mudbox.
- Ability to manage an art team to tight deadlines.
- Excellent communication skills.
- Self-motivation, enthusiasm, and a positive attitude.
- Ability to work effectively with minimal supervision.
- Willing to learn.

Work experience:

Since 1997 worked with major Russian and Ukrainian game developing companies. Participated in the creation of numerous worldwide shipped game titles.

Senior Concept Artist

2005 – Present / Crytek GmbH., Coburg/ Frankfurt am Main, Germany.

Crysis, Crysis warhead,
and unannounced projects

Freelance Artist

Desert Law (2005),

Dungeon Cleaners (2006),
Not a Time for Dragons (2007),
Dungeon Cleaners 2 (2008),
Cryostasis (2008),
Death Track: Resurrection (2009),

Art director / Concept artist

2001 - Action Forms Ltd., Kiev, Ukraine

Created characters, weapons, vehicles and miscellaneous concept artworks for Duke Nukem: Endangered Species and Vivisector: Creatures of Dr. Moreau.

Concept artist

2001 - Revolt Games

Developed main characters for Homeplanet game.

Freelance artist

2000 - Action Forms Ltd., Kiev, Ukraine

Developed game races, weapons, etc. for Derelict game project.

Artist

1999 - Nival Interactive, Russia

Created posters for Evil Islands.

Concept artist

1999 - NMG, Russia

Characters creation for Hired Team title.

Concept artist

1998 - 1c, Russia

Created concept drawings of main characters for Gorky 17.

Concept artist

1997 - Snowball interactive, Russia

Developed characters for Mercury 8 game.

Awards:

1999 - 2nd place at 3d palette Q3 Character design competition

2000 - 2nd place at post apocalyptic character design competition

Education and training:

1990 – 1994 / **Art school** – Orel, Russia

1994 - 1999 / **Art college** – Orel, Russia
Graphic design department

Published by following Russian magazines:

- Game Lang
- PlayStation
- Igromania
- PC games navigator