



EVGENY RODYGIN

ART DIRECTOR
UI ARTIST
MOTION DESIGNER



Digital artist with 11+ years of experience in game development and creative industry. Specialized on User Interfaces, Motion graphics, Visual effects and concept art for games and movies. From Russia, living in New Zealand.

What I do:

- create high-quality graphic assets in different styles and techniques and implement them in the engine;
- work fast and don't miss deadlines;
- understand the project requirements: tasks themselves and a bigger picture;
- collaborate with programmers at all stages of the development process.

What my former colleagues are saying:

"Fastest artist I've ever known. And his amazing speed not affect quality of his work";

"Evgeny has a speed and lighting-render quality in his digital-paintings that I have relied on as part of our workflow for creating vertical-slice rapid-prototypes";

"No matter the task or challenge, he has an uncanny ability to quickly get to the essence of what is needed. Identifying exactly what is needed of the artwork in relation to platform, target audience and technology, with a speed and precision I have not experienced from any other artist".

My experience:

Freelance digital artist / UI and Motion designer

January 2016 - Present

Working on a wide range of commercial and indie projects, as well as growing my personal portfolio by creating futuristic interfaces and practicing in 3D, Animation and VFX.

Generalist Artist at Spiceberry Jam

November 2015 - June 2016 | Auckland, New Zealand

Spiceberry Jam is an independent game company, group of friends, enthusiastic and experienced game developers located in New Zealand and Australia, focused on creating mobile games in Unity.

My duties included the following tasks:

- design and concept the overall look of the project including UI, characters, backgrounds and animations;
- create and implement the final assets and animations in Unity;
- design marketing products including banners and gameplay videos;
- testing, quality assurance and assets size optimization.

Senior UI and 2D Artist at Gameloft

February 2014 - August 2015 | Auckland, New Zealand

Gameloft is well known for producing high quality mobile games. As a part of R&D Team I was working on creating concept art, designing user interfaces and rapid game prototyping in Unity.

My duties included the following:

- work with the Concept Team to create assets for game prototypes;
- develop and explore styles for new projects;
- all steps of creating UI assets from mockup to implementation;
- create concept art for characters, environments and backgrounds;
- assist and manage the art team in creating their assets;
- optimization and quality control over the all art assets in the project.

Art Director at Big Top Games, Inc.

December 2010 - January 2014 | Midlothian, TX, US

a game development studio specializing in adventure and puzzle games for all platforms. I was managing a team of 4 artists responsible for creating fantastic titles such as Fairly Twisted Tales and Mysterium.

My responsibilities as an art lead were:

- develop and manage an art team, including recruiting;
- create an overall look of a game;
- create concept art and illustrations;
- design user Interface from concept to implementation;
- create visual effects and animations;
- design game levels and puzzles;
- quality control and game assets optimization;
- collaborate with programmers and testers on all stages.

Senior Generalist Artist and Animator at HotLava, LLP (MumboJumbo, LLC)

March 2006 - November 2010 | Vladivostok, Russia

Before 2008, the company was known as HotLava, LLP., in 2008 they became a part of MumboJumbo, LLC. the worldwide publisher and game developer from Texas, US. At the moment the same studio working under the label Game Forest.

It was my start in the game industry, where I got a great experience in UI, Illustration, Animation and more other. I was working on adventure, puzzle, match-3 and racing games for PC and mobile.

Range of my responsibilities included:

- developing and maintaining an art style and style guide;
- create user interface from sketch to game-ready assets;
- design and develop game scenes including concepts, final art and animations;
- create animations for characters and cut scenes;
- create other various 2D and 3D assets, including marketing assets;
- collaborating with programmers.

Part-Time Graphic Designer at Quattro Marketing Agency

March 2004 – November 2004 | Vladivostok, Russia

- Web design and UI design, branding, creating marketing assets.

Additional:

Languages: Good verbal and written English, native of Russian;

Education: Bachelor of Architecture;

Interests: Travels, photography, urban sketching, life drawing, surfing, reading;

Favourite games: Little Big Adventure, Full Throttle, Torchlight, Warcraft, Fallout.

Thank you for reading.
If you have any questions, feel free to contact me.