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Sergei Chumak

Objective

Seeking a challenging position in art department where I can utilize my knowledge and understanding to finalize the project at hand.

Profile

- Outgoing, team-oriented worker who enjoys collaboration
- Creative and results-oriented problem-solver
- Fast worker and fast learner
- Able to work on tight deadlines
- Able to confirm to the style desired by the client/ art director
- Able to come up with many variety of thumbnails that could be finalized after approval

Skills

Layouts

Able to create any environment whether realistic or fictional. Very strong understanding of perspective

Storyboards

Work closely with the script and the director to guide the shots of the project. Very good knowledge of the posing and perspective.

Graphic Tools:

Excellent with Adobe Photoshop

Familiar with Macromedia Flash

3D Software:

Excellent at Maya and 3D Studio Max

Compositing Software:

Excellent with Adobe Premiere

Character Design

Able to come up with characters in any style. Detailed or simple.

Education

Traditional Animation at Seneca College

2005-2007

- Layouts
- Storyboards
- Character Design
- Animation
- Life Drawing
- Acting

3D Gaming at Seneca College

2007-2008

- Texturing/Lighting/Rendering
- Animation
- Modeling
- Unreal Editor

Sergei Chumak

Experience

Social Games Universe

May 2010

Freelance concept artist

- Character design

Hugemonster

February 2010 - current

Concept artist

- Illustration
- Architecture design
- Vehicle design
- Character design
- Graphic design
- Vector art
- UI design
- 2D animation
- 3D Modeling and Animation
- Flash

Incubator Games

February 2010 - April 2010

Senior art lead

- UI design
- Level design
- Prop and asset design
- Portfolio evaluation
- Art direction

Landed Entertainment

Summer 2007

- Concept Storyboards
- Digital Paintings in photoshop
- Helped to finish a project for extreme deadline
- Reference letter available

Freelance

2003-2007

- T-Shirt designs
- Layouts for video games
- Illustration
- Logo Design
- Character design
- Concept art for video games

Brandits (Co-op)

2002-2003

- Advertising (logo design, web design, photoshop/ 3d work)
- Architectural Walkthroughs using maya and 3d studio max
- Working very close with the art director on different projects
- A bit of visual effects
- Creative designs

References

References available upon request.

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