



Leonid Alexeev

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des Petits Bois

Work experience

Kenjitsu, St.Petersburg, Russia.

Jan. 2006 — Feb. 2007

2d, 3d artist

Working with the great team of professional artists in Kenjitsu outsourcing art studio was a big fun, I had lots of possibilities to learn more about 2d ,3d and game development. My job was to make 3d low models of objects (3d Max) and making backgrounds for casual games in Photoshop.

Oberon Media, , St.Petersburg, Russia.

Feb. 2007 — May 2011

2d, 3d artist

Worked on the position of cg artist(2d, 3d).Took part in creating of several released casual games such as Dream Day and Great Gatsby, leaded one small web project, created the art style that was approved for the whole game, created 3d content. Have got big experience in communication in English language.

Signus Labs, St.Petersburg, Russia.

Aug. 2011 — Oct. 2012

2d, 3d artist

Continued work as 2d, 3d artist on the more high level of quality. Have made lots of 3d and matte paintings.

Signus Labs, St.Petersburg, Russia.

Oct. 2012 — June 2014

Lead Artist

Became a lead artist on a big Hopa game project. Responsible for creating style of the game, art quality, work with outsorcers, writing feedbacks, communication with the client, making 3d, 2d graphics.

Me

June 2014 — November 2014

Freelancer

Making art for games on freelance.

Pretty Simple Games, Paris, France

November 2014 — Present

Background concept artist

Working as background concept artist on "Criminal Case" mobile game, creating backgrounds and assets.

Qualifications

Software: Photoshop, 3dsMax, Zbrush, SpaceClaim, Vray, Keyshot

Skills:

Concept art for games

Illustrationn for games

Characters concept art
Matte painting
3d lowpoly modeling, texturing
Agile

Education

Product Design (Industrial Design)

Sept. 2000 — May 2006

Muhina Art-Industrial Academy, St.Petersburg, Russia.

Diploma on topic "Interior of the high-speed train". Was awarded with the highest mark, took part in the exhibition of best diploma works of the design faculty of the 2006 year.

6 years study of Industrial design, 5 years drawing study, 4 years Painting and color study. Muhina Academy is one of the best schools in Russia of Industrial design with the high level of drawing school.

Diploma practice work

June 2005 — June 2005

Weissensee, Berlin.

Summer diploma practice in the «Weissensee» school of design, Berlin.

Interests

Art, CG, Games, Movies, Music, Reading.

Additional Information

High motivated, purposeful, gifted person you can rely on, with the good knowledge of English, good level of skills, with the big team-work experience and game dev processes, always willing to move forward.

References

Ilya Popenker.

Producer (Tabtale)

ilya.popenker@gmail.com

Dmitry Sapelkin.

Game Designer (Electronic Arts)

dsapelkin@gmail.com

