Sergei Chumak

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| Age:  30 | Phone #:  15510752010 | Website:  www.artofschumak.co | Email:  sergeichumak@gmail.com |

Passionate and team oriented artist with over 7 years of experience doing concept and production art for video games and film.

**SKILLS**

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| - Quick sketching | - Concept to polished production art | - Flash | - Photoshop |
| - Maya | - 3D modeling | - Excellent work ethic | - Passionate about games |
| - Team oriented and  capable to work without  supervision | -Versitile and adaptable. | - Always eager to learn | - UI design |

**EXPERIENCE**

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| **Reroll (Beijing, China)**  *Lead Artist*  *November 2015 - Present*  Concept art and UI design for a Racing Game for PC. | **Funtastic (Beijing, China)**  *Art Director*  *November 2014 - Present*  Concept and production art for mobile puzzle and trivia games. |
| **Happylatte (Beijing, China)**  *Art Lead*  *December 2012 - August 2014*  Concept and production art for mobile FPS games. Working closely and with a 3D art team and animators. | **Big Impact Studios (Toronto, Canada)**  *Art Lead*  *September 2012 - December 2012*  Concept art and production art for a web MMORTS game. |
| **Hugemonster Inc. (Toronto, Canada)**  *Senior Concept Artist*  *February 2010 - March 2012*  Concept art and production art for a RTS tower defense  game on Facebook. | **Landed Entertainment. (Toronto, Canada)**  *Storyboard Artist*  *Summer 2007*  Key storyboard scenes for a film |

**EDUCATION**

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| **Seneca College of applied arts and technology**  *2005 - 2008*  2 year traditional animation program and 1 year 3D Gaming |