

Sergei Chumak

artofschumak.com

Phone #: 15510752010
Skype: powersergeo
sergeichumak@gmail.com

PROFILE

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

SKILLS

- 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
- Versatile and adaptable.
- Always eager to learn

Experience

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

Seneca College of applied arts and technology

2005 - 2008

2 year traditional animation program and 1 year 3D Gaming

Awards

Won design/illustration of the month from Gnomom Design School.