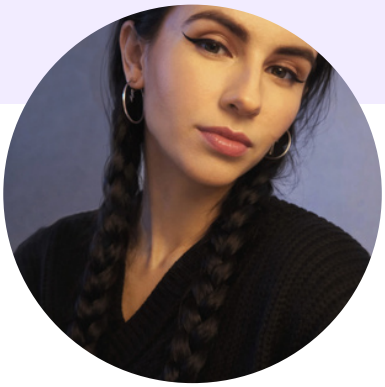
KATERYNA ZANEVYCH

2D Artist/Concept Artist



LVIV, UKRAINE
(REMOTE / RELOCATION POSSIBLE)

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PROFILE

I am a 2D Artist | Concept Artist with 3 years of professional experience in game development, creating complete character assets from initial ideation, silhouettes, and exploratory sketches to refined, production-ready designs. I have experience in Character Design, Environment Design, Prop & Weapon Design, and Visual Development and other detailed visual assets that support the world and gameplay. With a strong foundation in traditional drawing, anatomy, composition, perspective, lighting, color theory, and visual storytelling, I adapt to different visual styles, genres, and project requirements while focusing on functional and visually cohesive results.

PORTFOLIO

HTTPS://WWW.ARTSTATION.COM/KATERYNAZANEVYCH_21

EDUCATION

Lviv National Academy of Arts (LNAA)

2006 - 2010

Lviv Professional College of Decorative and Applied Arts named after I. Trush

2002- 2006

CORE SKILLS

- CHARACTER DESIGN
- CREATURE DESIGN
- ENVIRONMENT DESIGN
- PROP & WEAPON DESIGN
- CONCEPT ART & VISUAL DEVELOPMENT
- WORLDBUILDING
- NARRATIVE DESIGN
- STYLIZED FANTASY ART

SOFTWARE

- ADOBE PHOTOSHOP — EXPERT
- BLENDER — 3D BLOCKOUT & RENDERING
- ZBRUSH — 3D SCULPTING
- UNREAL ENGINE — ENVIRONMENT & LIGHTING
- UNITY — INTERMEDIATE
- FIGMA

EXPERIENCE

2D Game Artist & Concept Artist | 2023 – Present

Over the past 3 years, I have been working in the gamedev industry, creating comprehensive art packages for mobile titles, indie projects, and diverse commercial games. My expertise covers the full cycle of visual development across various internal teams and outsourcing contracts.

- Full-Cycle Visual Development: Managing the complete artistic pipeline for game projects, delivering everything from initial concept art and ideation to final, game-ready assets.
- End-to-End Asset Creation: Designing all visual components in a unified style, including atmospheric backgrounds, main characters, icons, props, and detailed environmental elements.
- UI & Tech Integration: Creating user interface elements, buttons, and functional design components, ensuring all assets are technically optimized for seamless in-game performance.
- Outsource & Released Titles (NDA): Contributed to several successfully released game titles on an outsource basis; specific project details, titles, and visual assets remain strictly confidential under NDA.

Level Concept Artist | Ateret Games | March 2026 – Present

- Location & Background Design: Creating immersive backgrounds and environment concepts for an upcoming RPG title, ensuring strict alignment with the game's core visual style.
- Narrative & Atmospheric Art: Developing unique environment designs that visually communicate the location's lore, narrative cues, and emotional depth.
- Color Scripting & Lighting Guides: Establishing definitive color palettes, lighting schemes, and mood guides to shape the visual identity of each level.
- Asset Turnarounds & Callouts: Producing detailed layout designs, prop callouts, and functional artwork to streamline the pipeline for the development team.

LANGUAGES

Ukrainian - native

English - intermediate

German - intermediate