



## GORBUNOVA NATALIA

Phone: +79261559224

WWW: <http://cargocollective.com/gorelka/>

E-mail: [gorbunova.natalya@gmail.com](mailto:gorbunova.natalya@gmail.com)

Skype: [gorbunova\\_n](#)

### Employment history:

- **July 2009 – current time:** **Mail.ru Games** as enviromental concept artist (on an MMORPG project) and illustrator/concept artist on many social browser projects.
- **July 2008 - december 2008:** book cover illustrator at «Geleos» publishing house
- **2007 – july 2008:** «Trehmer» post-production studio, as matte-paint artist («WANTED» movie, various TV advetisement).
- **2005 –2007:** **Ice-Pick Lodge** studio, as lead artist. («The Void» survival adventure PC game).
- **2005:** **Step Creative Games** company, as concept artist («Inhabited Island: The Earthling» PC game).

### Professional qualifications:

- Illustration
- Concept-art
- Enviroment design
- Character and creature design
- Matte painting

### Software skills:

- Adobe Photoshop
- Zbrush (basic skills)
- Maya (basic skills)
- Illustrator (basic skills)

Education and training includes Moscow Institute of Electronics and Mathematics, faculty of applied mathematics, Moscow Institute of Design and Arts courses.

### Experience:

- 8 years of game and film industry expirience
- Large projects participation
- Tasks description
- Tasks supervision

### Interests:

game industry/film industry as a concept artist. I'm also interested in any work, which is related to illustration, design or concepting.

**Current residence** : Moscow, Russia.

**Citizenship**: russian

**Birth date**: september 21 1984

**Languages**: Pre-intermediate English.