



Jakub Mathia Concept Artist

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Work Experience

- 01.09.2014 - Present** **Senior Concept Artist / 2D Artist – Playsoft**, Gdansk/Poland
- 01.02.2011 – 30.05.2014** **Concept Artist - CI Games**, Bydgoszcz/Poland
Project: **"Enemy Front"**
> Creating characters and environment concept art's
> Creating matte painting's and promo art's
Project: **"Alien Rage"**
> Creating prototype concept of main character
> Creating characters, alien's & mech's, mechanical, interior, prop and architectural concepts.
> Creating weapons, architectural and prop 3D concepts
> Designed location decals.
- 01.10.2010 - 01.02.2011** **Concept Artist - Techland**, Wroclaw/Poland
Project: **"Call of Juarez – The Cartel"**
> Creating characters and environment concept art's
> Creating storyboard for cut scene's
- 01.02.2008 - 9.01.2010** **Concept Artist - Flying Fish Works**, Bydgoszcz/Poland
Project: **"Hellion – Mystery of the Inquisition"**
> Creating characters, creatures, mechanical, interior, prop and architectural concepts
> Designed GUI elements
> HUD design
- 01.07.2007 - 01.02.2008** **Concept Artist/2d graphic - Frontline Studio**, Bydgoszcz/Poland
Project: **"Zoo Wet"&"Pet Pals: Animal Doctor"**
> Creating animal character concept art's
> HUD and GUI design

Education

- 2002 - 2007** **Management studies at University of Technology and Life Science in Bydgoszcz**
- 1995 - 2000** **Graphic Class at Leon Wyczółkowski State School of Art in Bydgoszcz**

Skills

- Traditional artistic skills.**
- Sense of design, composition, colour and light.**
- Ability to push a variety of styles.**
- Good communication skills and ability to work within a team.**
- Proficiency in Photoshop, Sketch-up, Marmoset Toolbag**