

TOMASZ ZIELEŹNIK

CONCEPT ARTIST & ILLUSTRATOR

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PORTFOLIO: [HTTPS://WWW.ARTSTATION.COM/CRIMYAN](https://www.artstation.com/crimyan)

SUMMARY

Concept artist and Illustrator specializing in painterly illustrations, character and environment concept art.

Coming from a 2D generalist background, I'm comfortable handling a variety of visual tasks across the production pipeline.

KEY SKILLS

- **CONCEPT ART** - Environments, characters, props and vehicles
- **ILLUSTRATION** - Marketing art, in-game visuals, card art
- **LANGUAGES** - Polish (native), English (upper-intermediate)
- **SOFTWARE** - Photoshop, Illustrator, ZBrush, Blender, Plasticity, Substance Painter, 3D Coat

PROFESSIONAL EXPERIENCE

FREELANCE

Jan 2025 - Now

- Created concept art and in-game assets for games in various styles
- Created painterly illustrations for private clients and companies

2D GENERALIST | KINGUIN

Oct 2022 - Dec 2024

- Led a team consisting of a junior artist and a UI/UX artist
- Created concept art, marketing art and in-game assets for a multiplayer title
- Collaborated with designers and producers to develop game mechanics and UI
- Collaborated with team members to establish cohesive visual style for the game

LEAD 2D ARTIST | LIVE MOTION GAMES

Nov 2021 - Sep 2022

- Led a team of 2D artists
- Created 2D animations for UI and marketing materials
- Introduced 3D workflow for concept art to accelerate iteration and improve visual consistency
- Collaborated with team leads to maintain stylistic consistency

2D ARTIST | LIVE MOTION GAMES

Feb 2021 - Oct 2021

- Created concepts, UI elements, icons, and marketing graphics for simulation games.

FREELANCE

Dec 2015 - Oct 2020

- Completed commissions for clients across various industries, evolving from graphic design to illustration and game art.

EDUCATION

BACHELOR'S DEGREE

Graphic Design, Animation & Games | Academy of Fine Arts and Design in Katowice | 2014 - 2018