

Tantsiura Ivan | Concept art & design

www.ivangraphics.com | www.artstation.com/artist/ivangraphics

Contact

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Portfolio: www.ivangraphics.com | www.artstation.com/artist/ivangraphics

Online Profile: [LinkedIn](#)

Skills

Concept art / Design (idea, visual style, story and functionality development, focused on hard-surface props, architecture, vehicles, characters, environments, etc..)

Additional skills

Offline 3D (modeling, materials, lighting, animation, rendering)

Post processing (editing, compositing, color grading)

Tools

- Pencil, Pen, "Wacom" tablet
- Adobe Photoshop, My Paint, Painter
- 3DS Studio Max, V-Ray, Solid Works, Mudbox
- Adobe After Effects
- Unreal Engine

Education

- Bachelor in industrial/product design - "HIT" Holon Institute of Technology (4 years) B.Design diploma (int.)
- Product design - Herzog Gymnasium of Arts & Science, Holon (4 years) Technological and Matriculation certificate

Experience

- "Crytek" – Senior Concept artist (16/03/15 – present day)
- "Aiko" VFX - 3D render artist/designer (05/01/12 - 01/01/15)
- "Pitchy Poy" animation productions - Concept art/design (10/01/12 - 01/02/14)
- "HIT" Holon Institute of Technology - Lecturer in traditional and digital visualization (02/01/12 - 06/01/12)
- "Papam Studios" - Co Founder, 3D Rendering, visualization & animation studio (06/01/08 - 02/01/12)
- Various MODs and tech projects (2001 - 2010)

Computer game projects

- "The Climb" (Crytek) – Props design
- "Robinson: The Journey" (Crytek) - Developing the visual language/style of hard-surface assets & environments
- "Hollow Moon" 2005 MOD SP FPS total conversion for UT2k4: Idea, concept art, 2D/3D art, level design
- "Spatial Fear" 2003 MOD SP FPS total conversion for UT98: Concept art, 2D/3D art, level design

3D Animation projects

- Music video for "Save Me" by "Peeled Cubes"
- Spaceship Concept Design personal project
- TV Comercial at "Aiko" VFX for "Avivi" kitchens