CURRICULUM VITAE

Karen Lazaryan.

2D Artist / Illustrator



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Experience

2D Artist 2023 - Present
Onlyplay
2D art, illustrations, concept art, UI/UX.

2D Artist 2022 - 2023
Outsourcing 2D art
Project-based work, outsourcing 2D art for mobile games.

2D Artist 2021 - 2022
Playrix AM
2D game art, illustrations, icons, UI/UX.

2D Artist 2020 - 2021
Bison Studio
Concept art, UI/UX, illustrations, characters, icons.

2D Artist ∞ - 2020
Freelance, commission work
Illustrations, UI/UX, icons, concept art.

Courses

Commercial Illustration
Smirnov School / 2023 - 2024

Concept Art
DAC School / 2023 - 2024

Software

Adobe Photoshop / Blender 3D

Expertise

- Illustration
- Concept art
- Character art
- In-game graphics

Skills

- Advanced knowledge of lighting, coloring, anatomy, perspective and composition.
- Ability to match a variety of styles.
- Fast learner, adaptability and ability to multitask.
- Professional manner and strong people skills.
- Sense of humor and a passion for making games.

Languages

English / Russian / Armenian