Site - https://sbartin.space

Portfolio - https://www.behance.net/sbartinspace

Showreel - https://youtu.be/Shblf1JtEiI

Hello, I'm Serhii
Game Artist / 3D Motion Designer from Ukraine.
Born in 1982. Professional experience since 2005.

If I sent you this CV, it means that I am very interested in creating masterpieces together and you can hire me.

I create:
- Art for games completely from concept to UI and animations.
- Concept Art, Design, New IP.
- Illustrations in different styles, Comic Art, Promotion Art and Video.
- 3D Modelling, Sculpting, Render.
- Traditional and bones 2D Animation, storyboarding, 3D Animation.
- Visual Effects, Motion Design.
- User Interface Design / UI/UX for games.

My Main Software:
- Adobe Photoshop / Illustrator
- Adobe Premiere
- Clip Studio Paint
- Blender 3D / Akeytsu
- Unity Engine / Spine
- WordPress / Figma
- Mandelbulber
- Resolume

Contacts:
Email - sbartin.space@gmail.com
Discord / Instagram - @sbartin.space
Upwork - https://www.upwork.com/freelancers/~017fe143015ea91bc8

Testimonials on Upwork:

"Incredibly talented graphic artist. Actually, in awe of how intense and skillful Serhii is in creating animations from scratch. He has a ton of vision and suggests things that we would have otherwise not have thought of. All assets are organized meticulously and documented as requested. A+++........He is completely dedicated to perfection and creativity. Can't recommend him enough!"

"Highly recommended! Serhii is highly talented and will hire him again!"

"Professional as always and great to work with"

Oficial Info:
Name: Serhii Biriukov
Address: 08300, Ukraine, reg. Kyivska, c. Borispil, st. Kiyivskii Shliakh, build. 41, fl. 52
Phone: +380631675379

My Work Features:
- Creative. Deep Knowledge. Best Quality. Self Management.
- I estimate the price of the work individually for each order or milestone. To do this, I need to familiarize myself with the full description of the task.
- Languages: English - Conversational (Successful experience working with writing English since 2018), Ukrainian - native.
- My priority is regular clients and long-term projects.
- I use my own developed creation pipelines and software for various directions of media and game. As a result of my work, I provide files - images and props with transparency JPG PNG, videos H.264 or other, 3D files in a common format FBX OBJ, Unity package, files in the software formats listed above.
- New ideas are usually not dependent on software or pipeline limitations. I can use non-standard solutions or rare software (not mainstream) to achieve the desired result.
- I constantly follow the news of the industry and am interested in new tools in digital art.

Skills and experience in detail:
- **2D Game Art:**
concepts/sketching, variations, digital drawing/paintaing in Clip Studio Paint, environments, characters design, anotomy, cartoon style, sci-fi, hard surface, fantasy, ornaments, color balance, composition, lighting.
- **Blender 3D**:
modeling, sculpting, UV editing, texturing, materials, render, Geometry Nodes, effects simulation, optimisation for games.
- **Unity Engine:**
level design, art assets integration, lighting setup, render pipelines, VFX Graph, Shader Graph, Visual Scripting, 2D sprites animation, 3D video to particles integration, audioreactive effects, Timeline cutscene, Testing on PC and Android.
- **Game Types experience:**
PC, Mobile, Real Time Strategy, Adventure, Puzzle, Slots, Casual, Simulators, Indie.
- **Promotion Video:**
storyboarding, 2D/3D animation, Adobe Premiere video editing and effects, sound design, logo animation.
- **Visual Effects, Motion Design**:
particles, Resolume effects and mixing, fractal render animation in Mandelbulber, OSC Protocol.
- **User Interface Design:**
user experience research, layouts, icons design, UI effects and animations, logo, WordPress, web design, woo commerce.
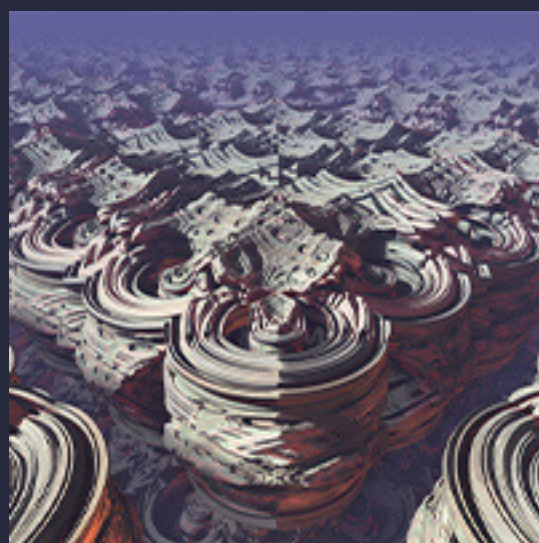
Employment history:
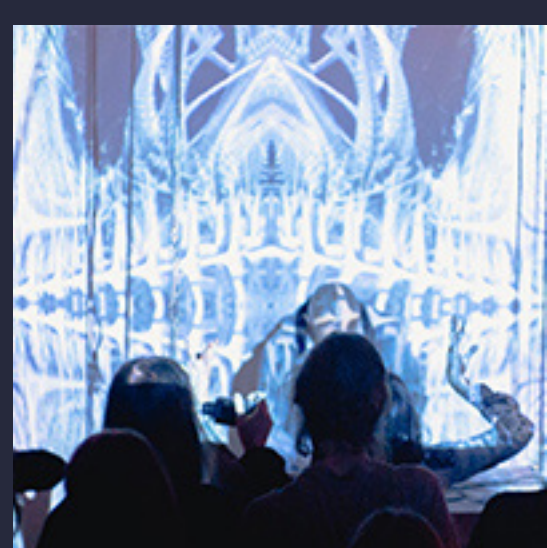
Since 2021 - Present
VJ Art visual performances with musicians and DJs.
Personal audio-reactive video effects laboratory using Unity and Resolume.
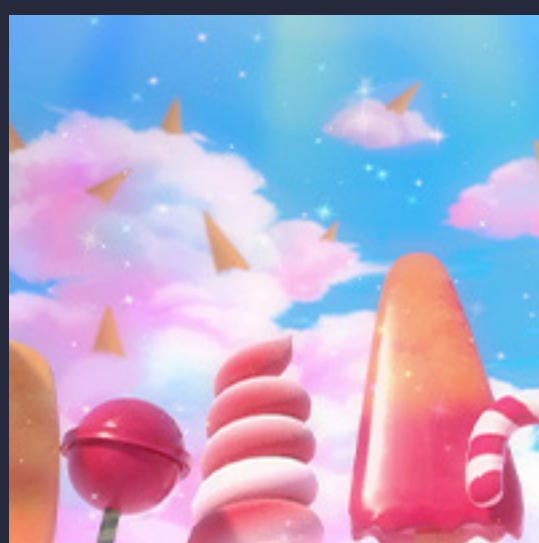3D, Nodes Programming, Render, Fractal Art Videomaker.
https://youtu.be/_8lmkDPSG00
https://youtu.be/dDlj3z99OCU

November 2022 - Present
Fractal Landscapes Visual Meditation Video Art Project.
Fractal Art Videomaker, Mandelbulber 2.
https://youtu.be/6FBHEh-yWrM
https://youtu.be/2VBaV_1G-DE
https://www.behance.net/gallery/180651613/April-Fractal-Landscapes

May 2025
Effects and Post-production for Children's Cartoon Animation Movie.
Freelance Order.
Concept, Color Correction in Adobe Premiere, Particles, Sound Design.

December 2024
Art for Sci-Fi Cyber style mobile game. Freelance Order.
Concept, Character Design with upgrades, environment/background art. Clip
Studio Paint.
https://www.behance.net/gallery/219364237/BackgroundsCharacter-DesignS-ci-Fi-Cyber-style

September 2024
Generative Fractal Art with export to 3D files.
Freelance Order.
Mandelbulber 2, Mandelbulb3D. Blender.
https://www.behance.net/gallery/219342279/Generative-Fractal-Art-with-ex-port-to-3D-files

August - September 2024
Logo and Web Design for Znakivsesvitu Javelry Workshop. Freelance Order.
Clip Studio Paint, Affinity Designer, Vector Art,
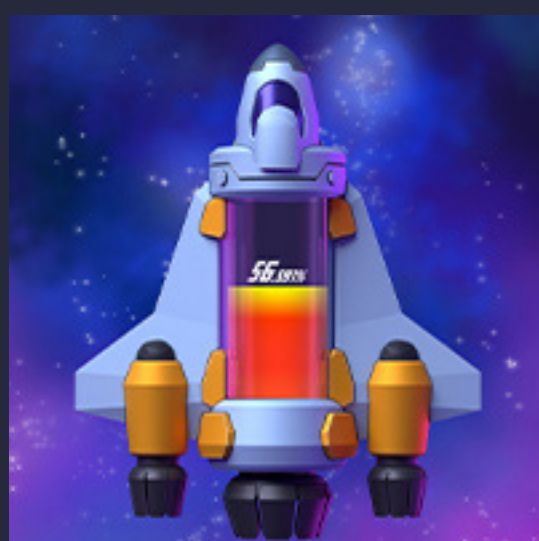Hosting Setup, WordPress, Websites Constructor, WooCommerce
https://znakivsesvitu.com

August 2024
3D Video for Social Channel. Freelance Order.
Concept, Storyboard, 3D Animation and render in Blender 3D,
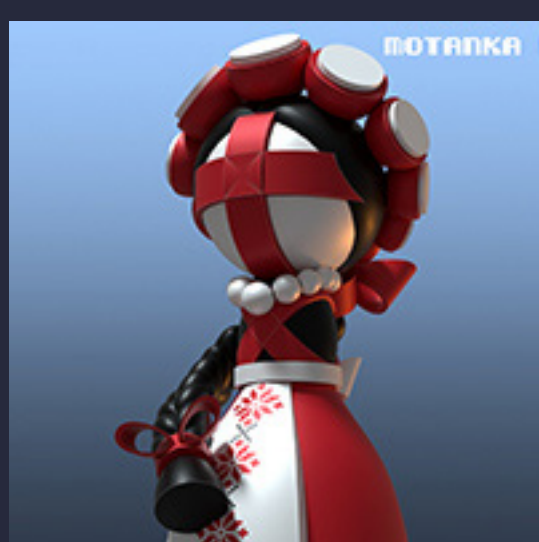Geometry Nodes grow trees animation.
https://youtu.be/MmNNDovIUoY

July 2024
Art and 2D Animations Sci-Fi Cartoon mobile game,
Freelance Order.
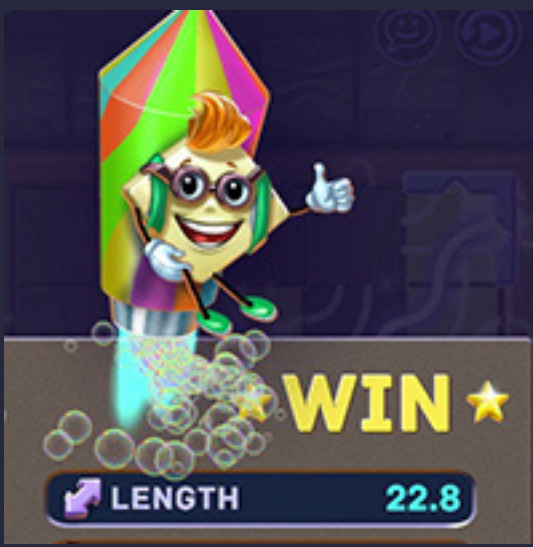Concept, Clip Studio Paint, Blender 3D render animation sequence, Spine 2D.

June 2024
Motanki 3D Design,
Personal Project.
Blender 3D.
https://www.behance.net/gallery/198831521/Motanki-3D-Design

November 2022 - August 2024
Art and 2D Animations, UI/UX for Mobile Board Game in Cartoon style, Freelance Order.
Complete redesign of the entire visual part of the allready in store game and UI/UX improvement. Clip Studio Paint, Blender 3D render animation sequence, Integrations and effects in Unity 3D. Video Trayler.
https://www.behance.net/gallery/219520393/Puzzle-Mobile-Game-Cartoon-Animations-Unity
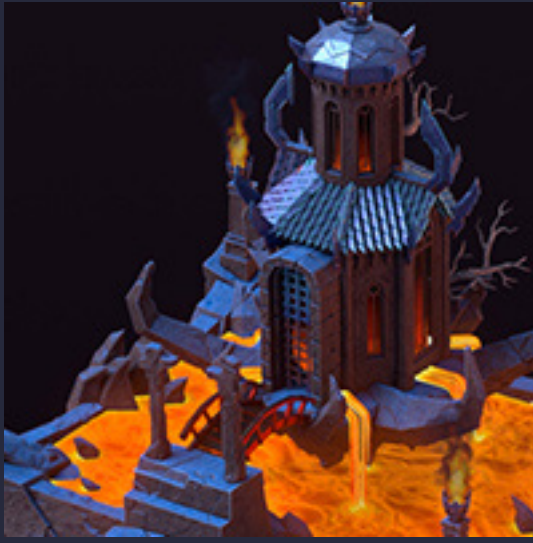
November 2021- June 2022
Environment Concept Art and 3D Design for Puzzle Simulation game, Freelance Order.
Sci-Fi Style Ship Concept, 3D Fantasy Castles, Icons Design, Clip Studio Paint, Blender 3D modelling and render.
https://www.behance.net/gallery/197580865/3D-Fantasy-Castles
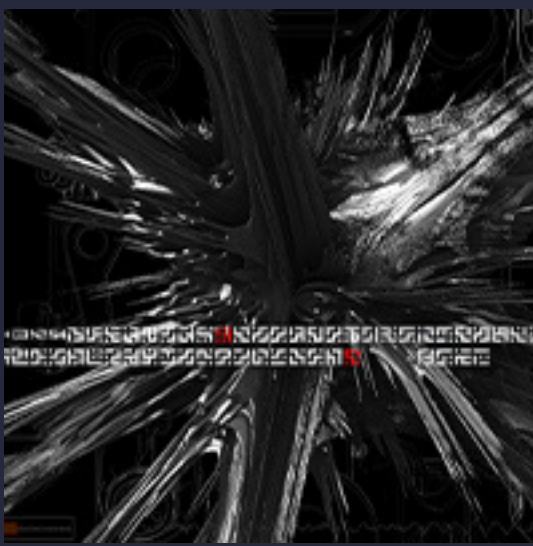
August - September 2021
"Robot et Katherine" Short Music Video.
Personal Project, Audio reactive video effects (Unity), Fractal Art, Sound Design.
https://youtu.be/dp8ZP6Mp0NQ

August 2020, July 2021
Cartoon style Illustrations for Christmas gift boxes.
Freelance Order.
Clip Studio Paint.
https://www.behance.net/gallery/198647097/Chrismas-Art

July 2020, April 2021, December 2021
Cartoon style Illustrations for printing on children's play tents, Freelance Order.
Cartoon Environment concept, Character Design, Dinosaurus, Clip Studio Paint.
https://www.behance.net/gallery/143295253/Cartoon-Style
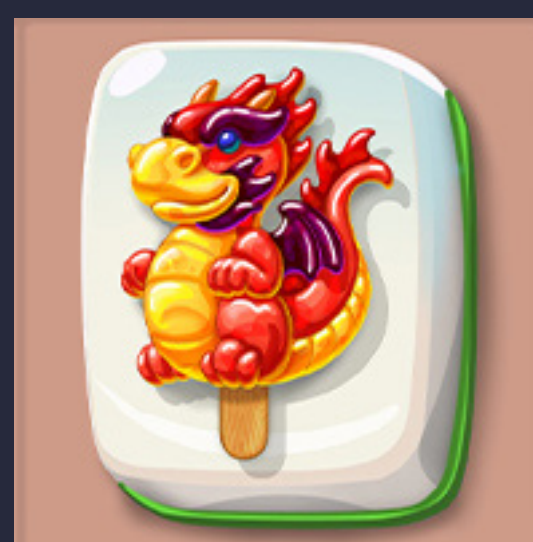https://www.behance.net/gallery/142836047/Dino

November 2020, March 2021, September 2024
Art for Social Simulation Cartoon style mobile game, Freelance Order.
Concept, Icons Design, 2D Illustrations. Clip Studio Paint

October - November 2020
Art for Mahjong Mobile Game in Cartoon style.
Freelance Order.
Concept, Icons Design, Clip Studio Paint

June 2020
Concept, 3DArt and Unity3D Design for "Magic Portals" Adventure Game Prototype in Cartoon style.
Freelance Order.
Low Poly Cartoon Style, 3D Character Animation and integration in Unity Engine.

April 2020
Particle Effect in Unity Visual Effect Graph.
Freelance Order.
3D Video integration.

September 2018 - January 2020
Art and 2D Animations, UI/UX for "Mr Lone Hero" 2D Mobile Game in Cartoon
Western style,
Freelance Order.
Concept, Backgrounds Art, Character Design, Clip Studio Paint, Integrations
and effects in Unity 3D. Video Trayler.
https://unit102.games/
https://www.behance.net/gallery/142747577/Cartoon-Western-Game-Art

July 2018, April 2021
Prints Cyber style Design.
Personal Prints Project, Vector Art.
https://www.behance.net/gallery/143269679/Cyber-Design

2014 - 2017
2D Game Art and Illustrations for several games, UI/UX Design.
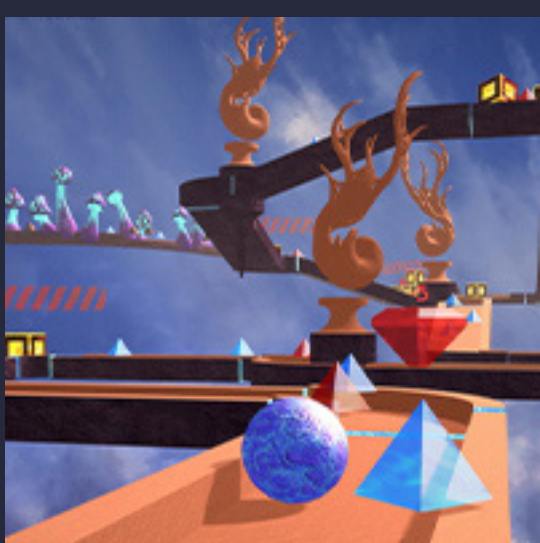**Office work.**
Concepts, Fairy Tales Illustration Series, Art and UI for Slots Games,
Marceting Design, Character Design.
https://www.behance.net/gallery/143295253/Cartoon-Style
https://www.behance.net/gallery/142736253/Fairy-Tales-Cartoon
https://www.behance.net/gallery/143317381/Games-Concept-Art

May 2014 - January 2019
"SPHERE" Puzzle Simulation Adventure game prototype in Unity Engine,
Personal Learning Project.
Concept, 3D Game Design, Icons Design, Unity Effects and Animations,
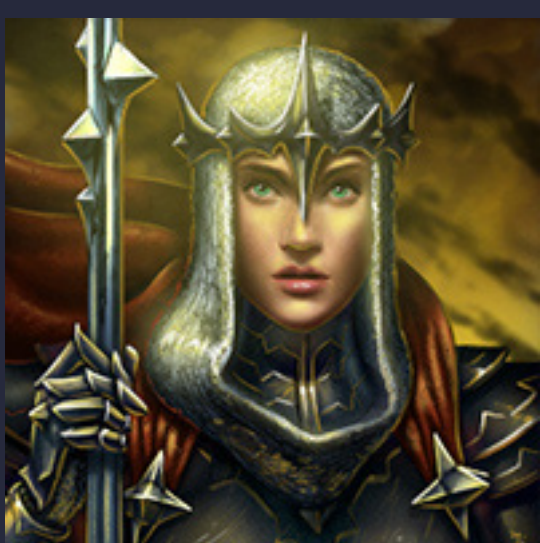Nodes programming.
https://www.behance.net/gallery/143325777/SPHERE
https://sbartinspace.itch.io/sphere

November 2014 - February 2015
UI/UX Design for Simulation Game about Fencing Sport.
Freelance Order.
Adobe Photoshop, Corel Painter.
https://www.behance.net/gallery/218742819/UIUX-Design-for-Simulation-Game-about-Fencing-Sport

December 2013 - February 2016
Art and UI/UX Design "Elemental Heroes" Multiplayer Online Role-Playing Game.
Freelance Order.
Fantasy style Backgrounds Art (2D), Character Design, UI/UX.
https://www.behance.net/gallery/115557477/Elemental-He-roes-game-Art-and-UIUX-Design
https://store.steampowered.com/app/432290/Elemental_Heroes/

May 2012 - October 2013
Art for Hidden Object Adventure Game in European Medieval style.
Freelance Order.
Backgrounds Art (2D), Puzzle design, UI/UX.
https://www.behance.net/gallery/142740315/European-Medieval-Art-for-Hidden-Object-Adventure-Game

November 2012- February 2016
"Underground Shadows" 2D Puzzle Adventure game prototype in Unity Engine.
Personal Project.
Concept, Background Art, 2D Unity Effects and Animations,.
https://www.behance.net/gallery/142740933/Underground-Shadows

September 2010 - February 2011
Art for Hidden Object Adventure Game.
Office work.
Backgrounds Art (2D)
https://www.behance.net/gallery/142836501/Hidden-Object-Games-Art

July 2008 - April 2009
Art for Hidden Object Adventure Game "Nick Chase: A Detective Story" 1,2.
Office work.
Noir Comic style Backgrounds Art (2D), Character Design.
https://www.behance.net/gallery/142687767/Detective-Story-Adventure-Game
https://www.bigfishgames.com/us/en/games/5452/nick-chase-and-the-deadly-diamond/?pc&lang=en
https://www.bigfishgames.com/us/en/games/2797/nick-chase-a-detective-story/?pc&lang=en
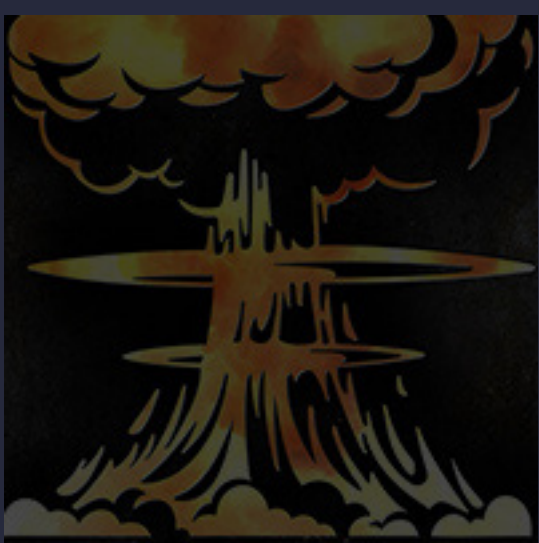
2005 - 2007
Concept Art and UI/UX Design - PC Real Time Strategy Game.
Office work.
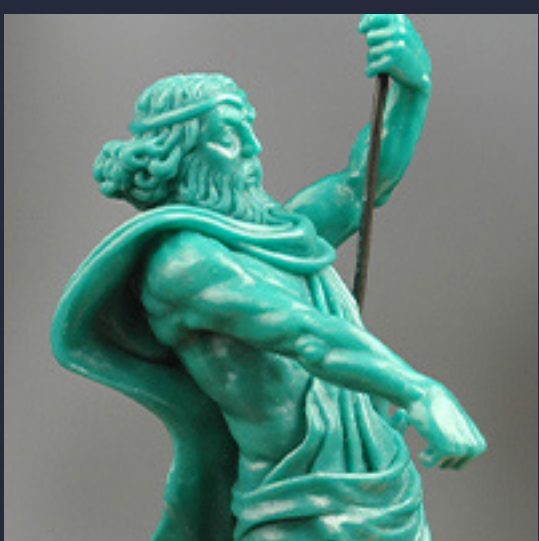Sturtup game studio. Military Sci-Fi style, first digital art practice.

2004
Traditional animation courses and work as animator
in "Borisfen" animation studio.
Office work.
Animation principles and a lot of drawing.

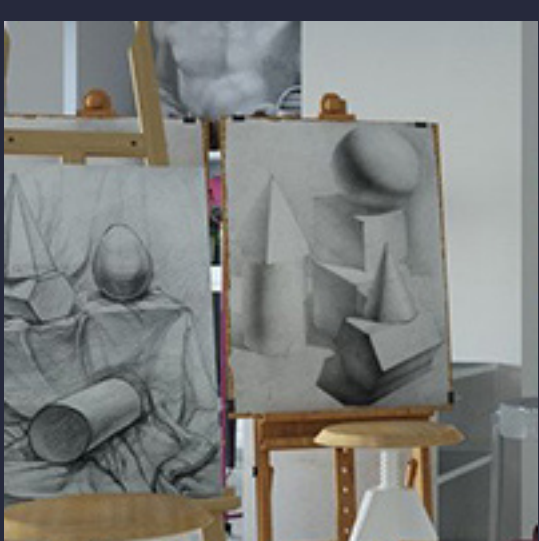**2002 - 2003**
Jewelry Design, Traditional Painting and Sculpting.
Freelance Order.
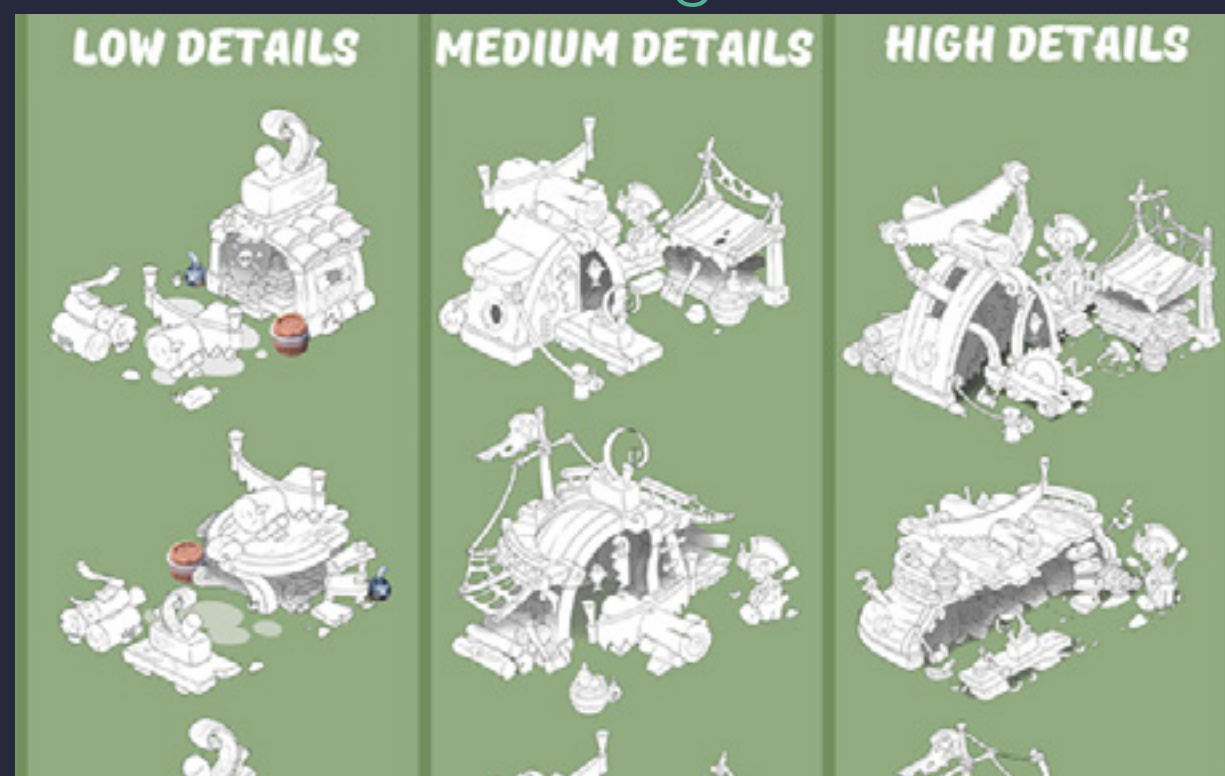Watercolor and paper, modelling wax and wood carving.
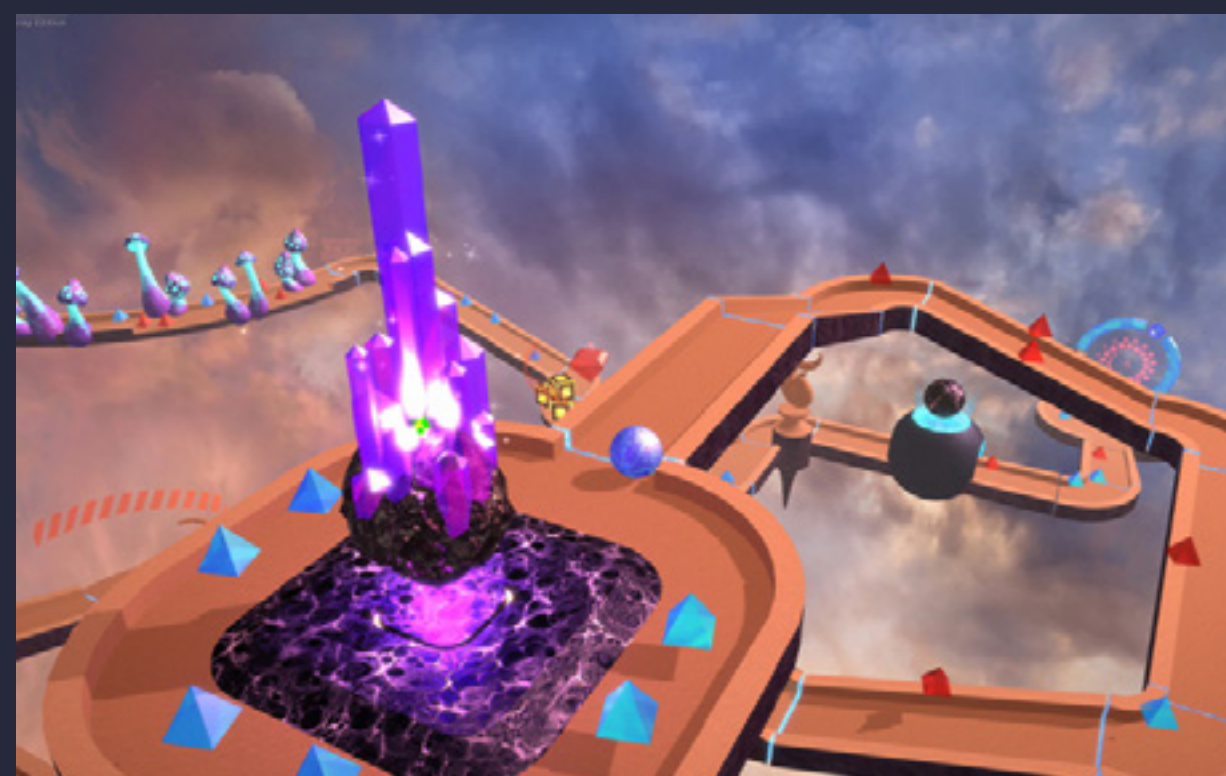https://www.behance.net/gallery/143319355/Jewelry-Design

1988 - 1992
Art School
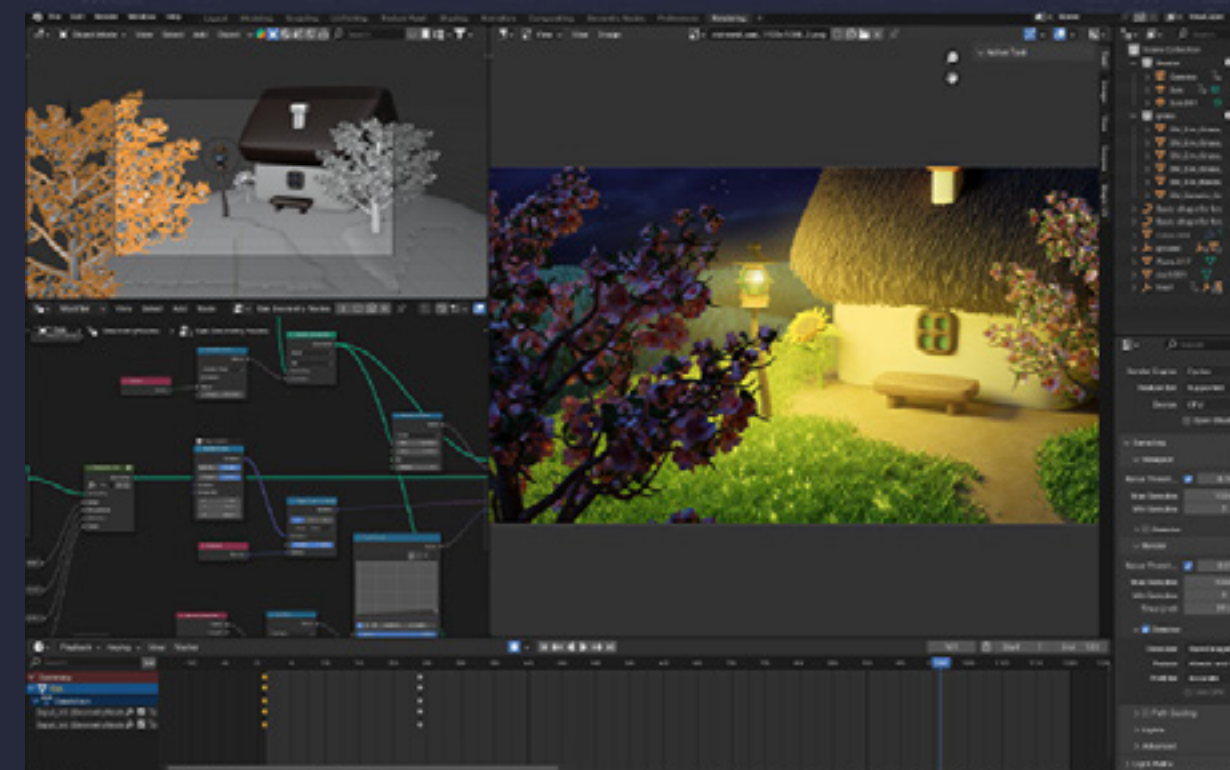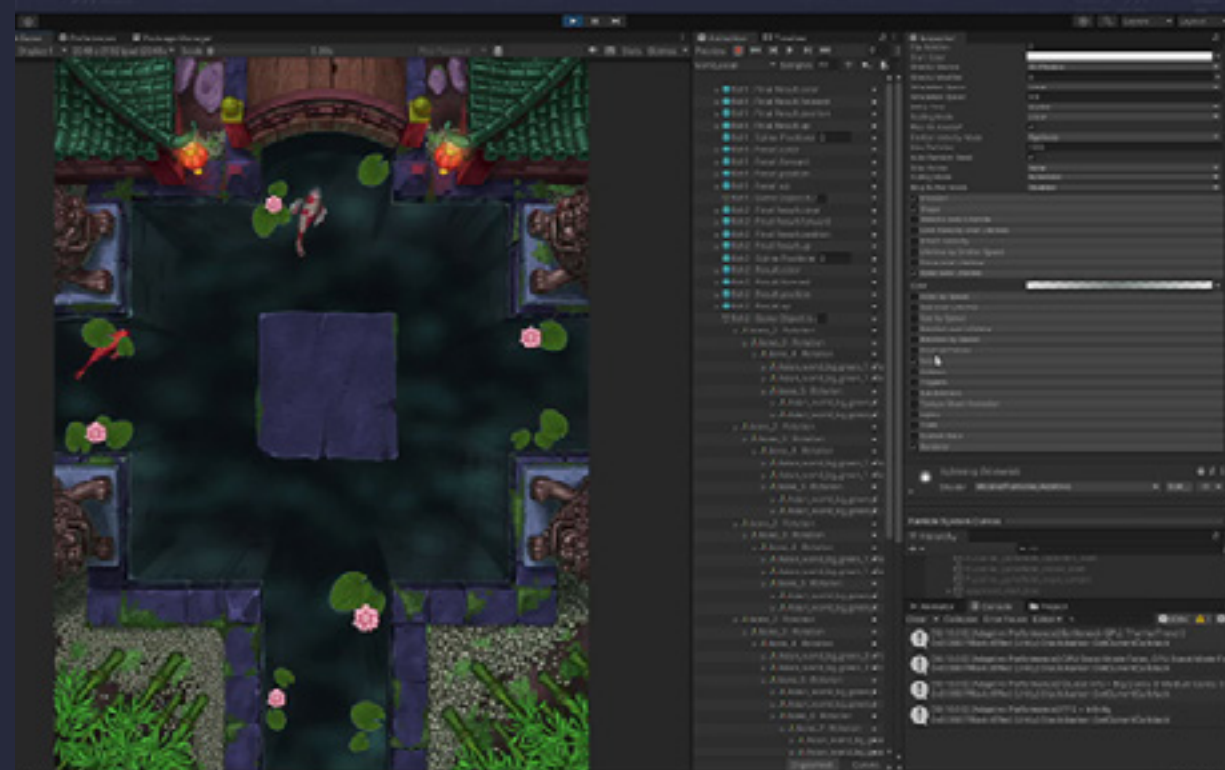Traditional drawing, painting, anatomy learning.

2D Art for video/mobile games from concept
to UI and animations [Clip Studio Paint, Spine, Unity]

3D Art for video/mobile games from concept
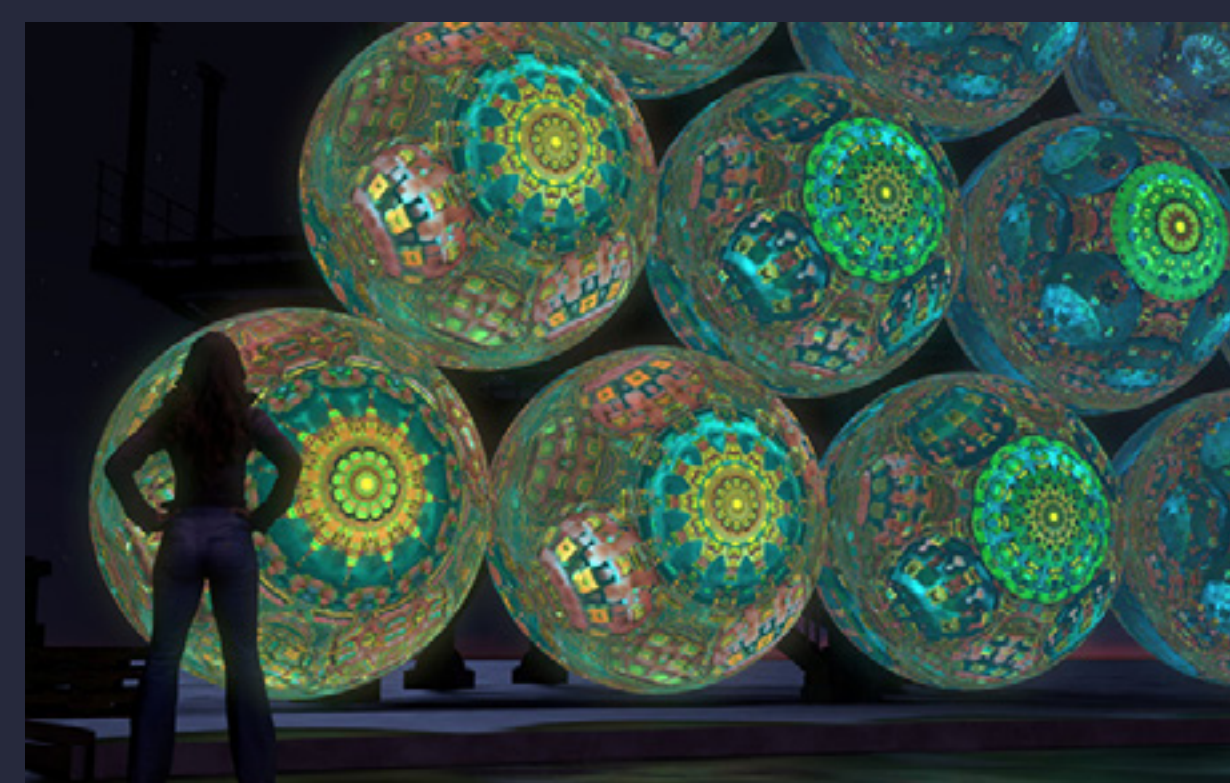to UI and animations [Blender 3D, Akeytsu, Unity]

Illustrations, Designs, Comic Art,
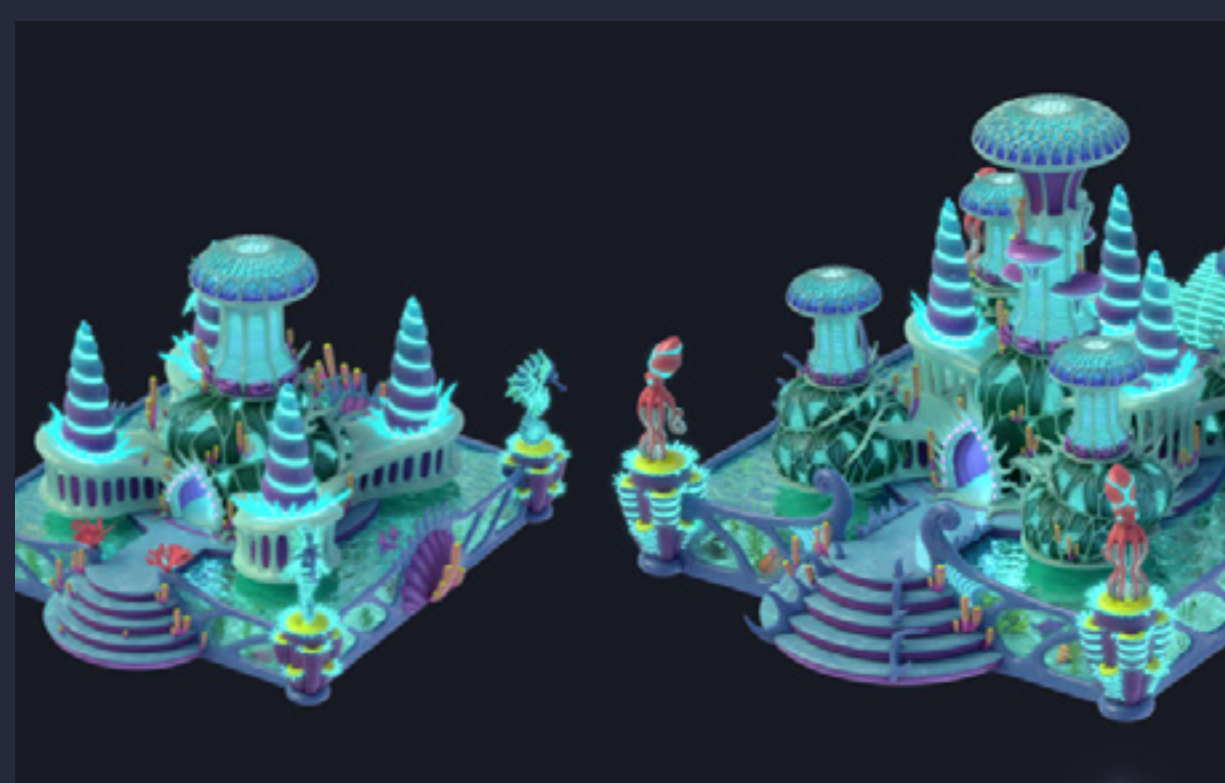Promotion Video for Games [Blender 3D, Adobe Premiere].

User Interface Design, UI/UX for games
[Clip Studio Paint, Unity, Figma, WordPress].

Traditional and bones 2D Animation, storyboarding,
3D Animation [Spine, Blender 3D, Akeytsu, Unity]

Visual Effects, Motion Design, Audioreactive.
[Blender 3D Nodes, Unity VFX, Resolume, Mandelbulber]

3D Modelling, Sculpting, Materials, Render.
[Blender 3D]

Icons Design, Logo, Emblems.
[Clip Studio Paint, Blender 3D]

Game Art Props and Backgrounds
with Unity 3D integration [Clip Studio Paint, Blender 3D]