

### Roman Gunyavyy aka Roman Guro

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### Summary

More than 20 years of proven experience in the games industry. Creating Concept drawings, Promo illustrations, 3D modeling and texturing. Over ten years of experience as Art Director. Experienced teacher for other artists. Available for relocation.

## **Core Competencies**

- Art Direction
- Project Leadership
- Ability to develop and adapt style to match project
- Project's Art Vision, Promotion art
- Professional knowledge of anatomy, perspective, composition etc.
- Concept art skills (traditional and digital)
- UI/UX prototyping (proto.io, figma)
- Knowledge of Photoshop, ZBrush, 3DS Max, After Effect, Vegas etc.
- Communication and Training skills
- Self-motivation and a positive attitude
- Work effectively with minimal supervision
- Willing to learn

# **Professional Experience**

### 2010 and still: Guro Education center (guroed.com)

Founder. On-line Art Training Courses of Academic drawing and Concept art. 10 years of teaching experience, over 500 students have finished the courses.

### **2019 Red Beat** (Kyiv, Ukraine)

Position: Art Director

Project: Frostborn, Unannounced projects

Creating concept art, Leads 3D-2D Artists, Animators.

#### **2018 Omni Games** (Kyiv, Ukraine)

Position: Art Director

Project: Rifters AR (Mobile AR FPS)

Developing the Art Style, creating concept art, Leads 3D-2D Artists, Animators.

### **2015 King.com** Ltd (Singapore)

Position: Art Lead, Senior Game Artist

Working on Art Style, creating concept art, 3D characters etc.

### **2014 Red beat** (Kyiv, Ukraine)

Position: Art Director Project: Space Rogue

Developing the Art Bible, creating concept art, Develop and leads Art Team

### **2011-2013 Nival** (Kyiv, Ukraine)

Position: HQ Art Director

Projects: Defenders, Defenders 2, Etherlords, Etherlords 2, Blitzkrieg 3

Developed an Art Vision for several projects, established communication between artists, organized trainings, created concept art, promotion illustrations etc.

### **2005-2009 CREOTEAM** (Kyiv, Ukraine)

Position: Co-owner, Art director and Lead Game designer

Projects: Collapse, Collapse: The Rage

Created and provide Game design documentation, Art direction, Concept Art,

3D modeling (low-poly, hi-poly), Sculpturing, Producing cut-scenes etc.

### 2001-2004 Crytek GmbH. (Coburg, Germany)

Position: 3D/Texture/Concept Character Artist

Project: FarCry

Concept Art /3D modeling /texturing (include main story-characters, mutants etc.)

### **2001** Action Forms Ltd. (Kyiv, Ukraine)

Position: 3D/Texture/Concept Artist

Project: Duke Nukem: Endangered Species Concept Art / 3D modeling / texturing

### Freelance artist for projects:

Heroes of Might and Magic V (Nival/Ubisoft),

Maelstrom (KDV Games/Codemasters),

Falling Stars (TS Group Entertainment/Void Production),

Time Zero (on-line), Berserk (board game) and many more..

## **Art projects, Lectures, Artbooks**

Blizzardfest 2014: 5th Place World Champion award (USA)

**Speech at TEDxVinnica 2013:** Dynamics, figurative, and the color of love (TED.com)

**Speech at TEDxKyiv 2010:** Language of visual images (TED.com)

Artbooks Ballistic Publishing and CGNetworks (USA)

d'artiste: Concept Art, d'artiste: Digital Painting, Machineflesh Book, EXPOSE 2

**UKRAINIAN ART WEEK Competition** (Ukraine, Russia, Spain)

The winner in the Professional category

### Education

Base of design, 3D studio MAX, Adobe Photoshop Certificate, Academy Veles,

Russian Federation, Ekaterinburg, 2005

Graphic & Life drawing department,

National Technical University of Ukraine, Kyiv, Ukraine, 2001-2003

**Graphic designer**, Art college, Vinnica, Ukraine, 1997

**Programming for PC** Certificate, Microsoft Training Center,

Vinnica State Technical University, 1997

#### Interests

Game design, Photography, Psychology, Travel, Life Drawing, Bicycle

More references are available upon request.































