

Visual Development Artist / 2D & 3D Generalist

6 years across branding, fashion, games and AI products. Concept-to-production design across digital and physical media.

SELECTED WORK

GAMES | Ritual Disorder

Shipped a 3D game in 60 hours with a 3-person team. 1st Place + Innovation Award at Necronomi-jam Asia. Steam release approved.

THEATRE & PERFORMANCE

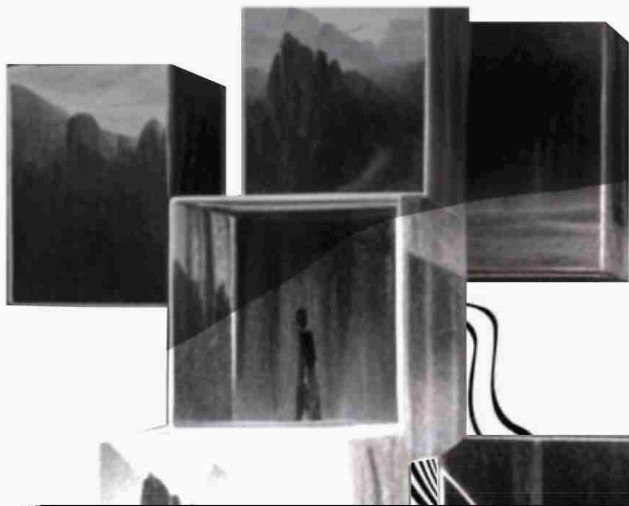
Scenography for Itskovich Theatre; costume and prop fabrication for a Moscow theatre workshop.

MUSIC BRANDING & VISUALS

Long-term visual work with bands, including Pink Pool Band: branding, stage design, posters, merchandise and live-show visuals.

FASHION BRANDS

Branding, storyboards, campaign visuals and presentations for fashion, retail and lifestyle clients, including brand Sneg Idet.



Education HSE UNIVERSITY:

- **BA:** Illustration&Animation/CGI&VFX
- **Additional studies:** Contemporary Art, Theatre & Cinema Design, Academic Drawing, Brand Design

Work Experience

Point of Convergence

Co-Founder & Founding Designer

01.2025-now

Co-founded and designed an experimental **AI research platform with a multiplayer real-time 3D game** structured 1:1 to a semantic knowledge graph. **Owned the full visual pipeline:** 3D environment, AI-generated materials, performance optimization, lighting and post-processing, customizable player avatars, and embodied AI agents. Designed agent architectures for **automated content production and research**. AI video campaigns contributed to an estimated 27% increase in website purchase conversion.

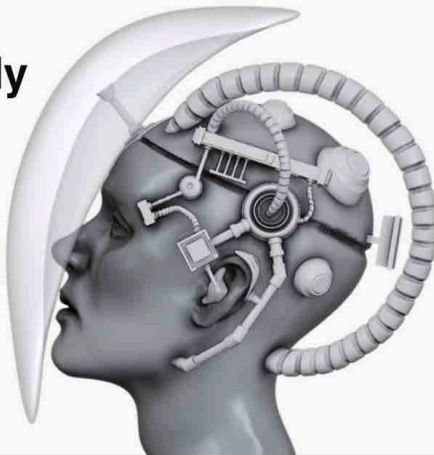


Nextgenium

2D/3D/AI Game Artist

10.2025-07.2026

Contributed to the visual development of “14: Overmind”, producing **concept art, environment design, game-ready assets and 3D render sequences** in Maya for video-to-video workflows. Built an automated marketing content pipeline for AI-generated short-form video, **automating ~100% of recurring video production** and supporting high-volume multi-account distribution.



RockBuncker

Brand/Fashion/Graphic Designer

07.2021-01.2025

Led the visual development of the **RockBunker brand** across apparel, merchandise, packaging, print, games and digital media. Managed **end-to-end design projects** from concept to production, including coordination with manufacturing partners across Asia and the CIS, prepress preparation, and print production. Created social media content through photoshoots, traditional design, and AI workflows.

