

Odintsoff Max

2D artist, UI/UX, graphic design
Kyiv



Contact me

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Birth

19 March 1981. Lugansk. Ukraine

<https://www.behance.net/OdintsOFF>

I started my career as a marketing graphic & web designer in different companies. Then my passion for gaming became my profession as a 2D artist. Since i've got my first graphic tablet I draw game characters and different kind of illustrations. I worked on casino projects mostly. Now i prefer game UI/UX as a main direction of work. I play harmonica blues as a hobby. I love games, literature, musick & watching movies. Single. No kids.

Skills

Proficient in Adobe Creative Suite (Photoshop, Illustrator, After Effects)
Expert in character and concept art creation
Skilled in UI/UX design for games and websites
Experienced in creating marketing materials for social media, print, and exhibitions
Strong collaborative and communication skills
Excellent project management and deadline adherence
Creative problem-solving and innovative design thinking

Highly creative and dedicated 2D Artist & Designer with extensive experience in digital and visual content creation across the gaming, retail, and online sectors. Skilled in character design, UI/UX design, concept art, and marketing materials creation.

Languages

Ukrainian
Upper Intermediate English
Russian

Education

Bachelor of Foreign Languages
Lugansk National
Pedagogical University

Professional Experience

Techtellent | 2D Artist 2022 - 2024

Developed and refined spell icons and user interfaces for video games, enhancing gameplay and visual appeal. Collaborated with development teams to ensure design consistency and integration with game mechanics. Utilized feedback from user testing to make iterative improvements to game visuals.

Art Road | 2D Artist 2020 - 2022

Led the enhancement of existing game art, ensuring high-quality visuals and adherence to game themes. Created detailed concept art for new game elements, contributing to the development of engaging game environments. Designed intuitive and aesthetically pleasing user interfaces, improving player navigation and overall game experience.

Fozzy Group | Graphic Designer 2018 - 2020

Designed marketing materials, including in-store signage, promotional flyers, and digital advertisements, to support sales and marketing campaigns. Worked closely with the marketing team to develop branding initiatives, ensuring consistency across all visual designs. Managed the design process from concept through to final production, ensuring high-quality outcomes within deadlines.

Tom Horn Gaming | Designer 2016 - 2018

Created comprehensive design packages for social media, print materials, and exhibitions to support marketing and promotional efforts. Developed visually compelling assets for SMM campaigns, enhancing online presence and user engagement.

UniBit | 2D Artist 2014 - 2015

Developed unique characters, spell icons, and user interfaces for games, contributing to immersive and engaging gameplay experiences. Worked in collaboration with game developers to ensure artwork alignment with game narratives and mechanics. Provided creative direction for game content, ensuring a visually cohesive and appealing product.

Avenue Games | 2D Artist 2012 - 2013

Polished and refined game art to ensure high-quality visuals and consistency across game elements. Developed creative concepts for inventory items, enriching game interaction and player inventory management. Collaborated with the game development team to integrate art seamlessly into game environments.

CCSoft | 2D Artist 2010 - 2012

Designed characters for a farm-themed game, contributing to the game's narrative and visual identity. Produced comprehensive slot game art, including characters and user interfaces, enhancing game engagement and retention.