



LAURA ZYCH

Junior Concept Artist | Specialization: Character & World Design

☎ 0997488738 @ zychlaura@gmail.com 🌐 Portfolio & LinkedIn
📍 Poland (Remote)

ABOUT

Junior Concept Artist with 4 years of freelance experience, specializing in character design, 2D illustrations, and worldbuilding. For the past 2 years, I've been pursuing a career in game development, working on my own projects and expanding my skills. I'm looking for opportunities to further develop my skills in the gaming industry as a concept artist.

KEY ACHIEVEMENTS

🚀 Freelance Artist

Completed over 20 freelance projects, gaining experience in client contact and project management.

🚀 Creature Concept Artist

My first exposure to concept art, when I was still searching for my place in the gaming industry. It helped me become familiar with the role of a concept artist and take my first steps in game development.

COURSES

6 month Concept art course

Learning the concept art pipeline, character design, environment design, and storytelling. This course was led by Potęga Obrazu.

INTERESTS

🎮 Sci-Fi Worldbuilding

🎮 RPG

LANGUAGE

Polish Native ●●●●●

English B1 ●●●●●

EXPERIENCE

Freelance Artist

03/2021 - Present

Remote

- Building own brand and audience community.
- Collaboration with smaller, private clients.
- Mainly dealing with designing increasingly complex characters and illustrations.
- Completed a few unusual commissions, such as logos and tattoo designs.



Comic & Merch Artist - Szkoła w Chmurze

11/2022 - 12/2022

Remote

Szkoła w Chmurze

- Coloring comic book panels for a project aimed for children and teenager audience.
- Coloring approximately 30 panels in one day - strict adherence to deadlines and cooperation with the Art Director.
- Preparation of the T-shirt print concept thanks to a brainstorming session with the comic book teams and its successive submission for finalization and printing.



Creature Concept Artist

04/2022 - Present

Remote

Harp Atelier

- Creating a concept design for an extraterrestrial creature for the indie game "Harp Isles".
- Preparing model sheets for the 3D modeling team.

Comic Artist & World Builder (Personal Project - VEIL/NUL)

05/2019 - Present

Remote

- Conceptualizing the world, characters, environments, machines, and creatures for a science fiction/cyberpunk comic. Developing visual narrative and worldbuilding.
- Hand-drawn preparation and development of the narrative line.
- Comprehensive world development: characters, factions, technology, organization and environment

EDUCATION



Student

09/2021 - Present

High School - Szkoła w Chmurze

Remote

- IT and language profile, homeschooling and individual artistic development.

SKILLS

Softwares

Adobe Photoshop - advanced · Blender - reference modeling

Core Skills

Character Design · Creature Design · Thumbnailing · Narrative illustrating · Environment Design ·

Prop Design · Color and light theory · Composition