



LAURA ZYCH

Concept Artist

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🌐 www.baelisa.pl

Profile

Passion-driven Concept Artist with 5 years of experience in freelance and Indie game-development industry, specializing in character and creature design. I will bring fresh visual storytelling, imaginative concept art, and collaborative flexibility tailored to your project's needs.

Languages

- Polish (Fluent/Native)
- English (B2)

Skills

Softwares

- Adobe Photoshop - Advanced
- Blender - Reference modeling

Core Skills

- Character Design
- Creature Design
- Thumbnailing
- Narrative Illustrating
- Environment Design
- Prop Design
- Composition
- Semi-Realistic
- Stylized
- Photobashing

Education

IT & Language Profile

Szkoła w Chmurze
2021 - 2026

Work Experience

Monstrous Joy Studios

2026 - PRESENT

Concept Art Intern

- Close collaboration with Project Leader and art department.
- Creating Production ready projects - such as Concept art and 3D model sheets.

Harp Atelier

2022 - 2024

Creature Concept Artist

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

Self - Employment

2021 - PRESENT

Digital Artist (Freelance)

- Building own brand and audience community.
- Collaboration with smaller, private clients.
- Mainly dealing with designing increasingly complex characters and illustrations.

Self - Employment

2019 - PRESENT

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

- Conceptualizing the world, characters, environments and machines, and for a science fiction game. Developing visual narrative and worldbuilding.

Courses

6 month Concept art course

Potęga obrazu
09.07.2025

References

Miller Blade

Monstrous Joy Studios Founder

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