

Nikolai Chamagua



Las Palmas de Gran Canarias, Spain



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<https://nikolaichamagua.art>



Art Director / Concept artist / Visual developer

SUMMARY

Art director/ Concept artist/ visual developer, with 11 years of experience in every phase of mobile and pc games art production.

WORK EXPERIENCE

Art Director

FORTIS GAMES <https://www.fortisgames.com/>

Jan 2023 - Present

Location: Las Palmas de Gran Canarias (Remote)

Main responsibilities:

- Visual development, forming project style, creating guidelines for the project
- Planning, managing, and prioritizing tasks to meet the requirements and times scope of the project.
- Mentoring and supervising the art team on a daily basis by sharing knowledge and recommending best practices that fit with project requirements

Associate Art Director

TAP4FUN <https://www.tap4fun.com/>

Oct 2019 - Sep 2022

Location: Bangkok Thailand - Barcelona, Spain

Projects:

Kingdom guard

https://play.google.com/store/apps/details?id=com.tap4fun.odin.kingdomguard&hl=en_US&gl=US

Age of Apes

https://play.google.com/store/apps/details?id=com.tap4fun.ape.gplay&hl=en_US&gl=US

+7 projects under NDA

Main responsibilities:

- Visual development, forming project style, creating guidelines for the project
- Planning, managing, and prioritizing tasks to meet the requirements and times scope of each project.
- Maintain efficient collaboration between the studios.
- Mentoring and supervising the art team on a daily basis by sharing knowledge and recommending best practices that fit with project requirements

Game Artist

FUNPLUS <http://www.funplus.com/en/>

Mar 2018 - Oct 2019

Location: Beijing, China

Project:

Aniland: Dream town

<https://play.google.com/store/apps/details?id=com.puzzle.dreamtown>

Main responsibilities:

- Visual development, forming project style
- Control of the outsourcing team on the project

Lead Artist

PLAYRIX <https://www.playrix.com>

Mar 2017 - Mar 2018

Location: Saint-Petersburg, Russia

Project:

Homescapes <https://itunes.apple.com/ca/app/homescapes/id1195621598?mt=8>

Main responsibilities:

- Producing high-quality artworks, concepts, and assets corresponding to the style of the project and contributing unique perspectives to the overall display concept of the project.

- Control the part of the art team on the project

Lead Artist

GAME INSIGHT <http://www.game-insight.com>

Dec 2014 - Apr 2017

Location: Nizhny Novgorod, Russia

Projects:

The Tribes at War <https://www.facebook.com/TribesAtWar/>

Trade island <https://play.google.com/store/apps/details?id=com.gameinsight.tribes3gp>

Main responsibilities:

- Visual development, forming project style, creating guidelines for the project
- Mentoring and supervising the art team on a daily basis by sharing knowledge and recommending best practices that fit with project requirement

Concept Artist

KEFIR GAMES <https://kefirgames.com/>

Jan 2014 - Nov 2014

Location: Volgograd, Russia

Project:

Forge of Glory <https://play.google.com/store/apps/details?id=ru.kefirgames.fog>

Main responsibilities:

- Producing high quality artwork, forming project style, contributing unique perspectives to the overall display concept of the project.

Freelance Artist

CRYPTOZOIC ENTERTAINMENT <https://cryptozoic.com/>

MY.GAMES <https://company.xlgames.com/en>

Mar 2014 - Dec 2016

Projects:

Hex: Shards of Fate https://store.steampowered.com/app/410380/HEX_Shards_of_Fate/

Archeage <https://store.steampowered.com/app/304030/ArcheAge/>

SKILLS

Art direction, Visual development, Concept art, 3d modeling, UI design,
Art management, Production planning, Pipelines development

SOFTWARE

Adobe Photoshop
Blender
Zbrush
Substance painter
Unity (basics)
Unreal (basics)

LANGUAGES

English - Advanced
Russian - Native

EDUCATION

Master's degree, fine arts and computer graphics (2013)
GOU VPO Stavropol State Pedagogical Institute
Russian federation, Stavropol