

MIKAIL IL

Environment ConceptArtist
MattePainter / Designer



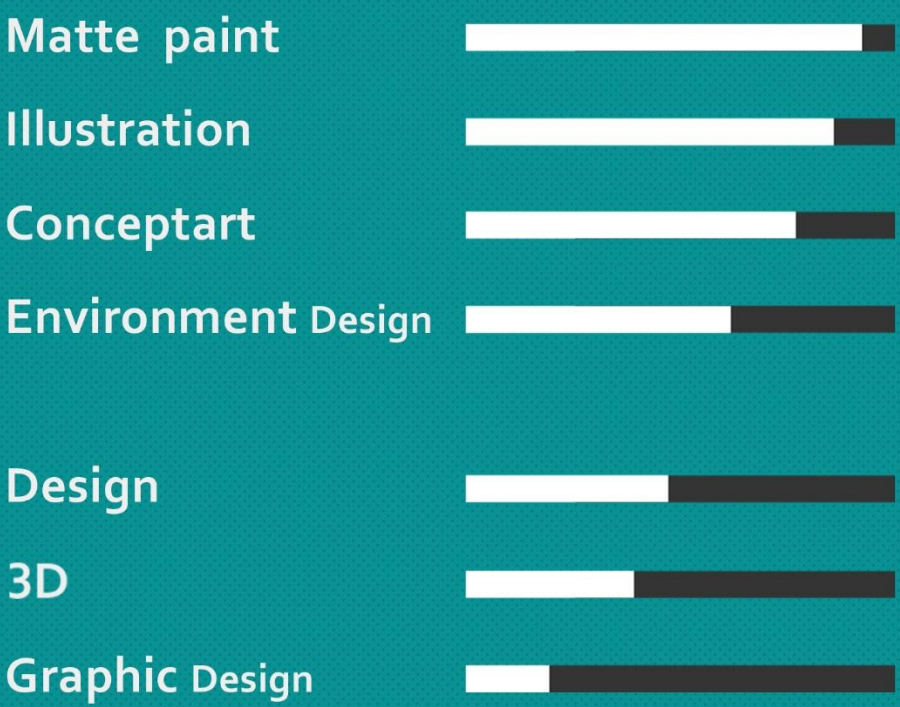
17th February 1994

I am a freelance concept designer and keyframe designer .
I worked in the game industry creating concepts and designs for companies such as
(Anu game studio),(VFXAlzahra)
(enlightenedrobot),(Massive.work)
now work with (MTD) as a freelance Artist.



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SKILLS



EXPERIENCE

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|-------------|--|
| 2018 – Now | SENIOR CONCEPTARTIST & ENVIRONMENT DESIGNER -Conceptartist at (Massive brush studio) .(2021-2022) - Mattpainter & Lead Environment Conceptartist at (-SHAHRZAD -Animation Film) & (-CILE- animated fantasy film) collaboration with (Massive .Work).(2019-2020). -Conceptartist & Designer at (SOMTHING LIKE DEATH) video gameProject . (2018-2019) |
| 2017 – 2018 | LEAD ENVIRONMENT ARTIST & DESIGNER - Collaboration with (MTD)-(PLASMA WORLDS) videogame project as conceptartist. (2018-now) - Collaboration with (Alzahra Studio VFX & Animation) (Badkoobeh) Co & (QOOstudio) As freelance designer.(2018) - Designer & Lead Environment conceptartist at (NASER Project). (2017-2018) |
| 2014 – 2016 | CONCEPTARTIST - Involved the project of (KHALEGHEZI) - (ANU Studio) Received.(2014 - 2016) |
| 2012 – 2014 | DESIGNER & PAINTER - Coverdesigner of the creatures with creativity magazine third edition. (2014) - Owner the best both design for (QRMS-co) in international fair in. (2012) |

EDUCATION & TEACHING

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|-------------|--|
| 2017 – 2021 | MASTER OF ARTS -Now study at islamic Azad university (science & research branch Tehran) - (Master of Arts) -Teaching Environment design for (illustration) field at (INVERS School) of Tehran. (2018) |
| 2012 – 2017 | BACHELOR OF ART - B.A - Graduated from Tehran university of Art.(2017) |
| 2009 – 2011 | HIGH SCHOOL - Graduated from Tehran animation school |

SOFTWARES

