



ALEKSANDRA KACZMAREK

Concept Artist & Illustrator

I'm a versatile concept artist with a passion for bringing ideas to life, whether through character concepts, environment designs or illustrations. With a strong eye for detail and adaptability across styles and techniques, I'm always ready to tackle creative challenges and craft engaging visuals.

Work experience

2019 - now

Freelance work.
alexkaczmarekk.com
Character and Environment Concept Art, Illustrations, UI design and Board Game elements design.

2025 April - now

Concept Artist at Panato Games
Extensive and widespread Concept Art work. Environment design, VFX concepts, Interactions and animation briefs, NPC design.

2024 May
- 2024 October

Concept Artist at Niraku NextGen Entertainment
Developing unannounced sci-fi series franchise, from costume and character design, story boards, to visual development and environment design.

2023 October
- 2024 March

Character Concept Artist at Ironbird Creations
Phantom Hellcat
Developing wide range of enemy and character designs, creating detailed concept sheets with close collaboration with leads and 3D team, VFX concepts

2023 January
- 2023 March

Concept artist at Archon Studio
Dungeons & Lasers V: World of Deuslair 5E
Fast-paced development of detailed concept art and illustrations for series of fantasy style miniatures.

2022 March
- 2022 December

Concept artist and Illustrator at DreamStorm Studios
Narru: The Forgotten Lands
Aloki.io
Making high quality Illustrations and Backgrounds, creating Character and Environment Concept Artworks consistent with the artistic direction of the project, planing and designing UX/UI Element, coordinating and feedbacking Graphic Design team.

Contact

Aleksandra Kaczmarek

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alexkaczmarekk.com

Portfolio

artstation.com/aleksandrakackaczmarek

alexkaczmarekk.com - additional works

Languages

Polish - Native

English - Advanced (C1 Certificate)

Education & Certificates

2015-2019

B.Sc. - Computer Science,
The Silesian Technical University
Gliwice, Poland, Graduated 2019

ICT.IEES.G.R EU 2019

Creating And Processing Of Raster Graphics

ICT.IEES.AU.25.1.x EU 2019

Online Marketing

Interests

Co-ops, Soulslikes, RPGs, Rhythm games,
Board games, Pen and Paper RPGs, Memes

Skills

- Creating high quality concept arts, modeling sheets and turnarounds
- Creating ideas that solve game design problems
- Create a wide range of designs, mood boards, thumbnails and reference sheets for characters, environments and props
- Providing clear, concise, consistent, and timely feedback to the team
- Create detailed illustrations that inspire the viewer
- Basic knowledge of Unity, Unreal Engine and 3D modeling in Blender and a desire to learn new tools

Software

- Adobe Photoshop / Illustrator
- Figma / Miro / Confluence
- Blender
- Unity / Unreal Engine
- Git
- ClickUp / Jira / GoodDay

Wyrażam zgodę na przetwarzanie moich danych osobowych zawartych w mojej ofercie pracy dla potrzeb niezbędnych do realizacji procesu rekrutacji (zgodnie z Ustawą z dn. 29.08.97 o Ochronie danych Osobowych Dz.U. nr 133 poz. 883 z późn. zm.)