



# Calina

Concept Artist  
Illustrator

## Expertise

Keyframe Art  
Concept Design  
Illustration

## Skills

Pencil and paper  
Photoshop  
3D-Coat  
Keyshot  
Modo  
Unreal Engine 4  
World Machine  
ZBrush  
Blender

## Summary

Concept artist with emphasis on visual development and cinematic visual storytelling. I strive to create pieces that are not only interesting but emotionally evocative.

## Experience

### Freelance

2016 - Present  
• Uncontracted work

### Awards and interviews

- Featured on Art Cafe #20 (With Maciej Kuciara) - Portfolio Reviews, 2015
- Featured on 3D-Total Gallery (3D-Total Excellence Award), 2016

## Education

- Self-taught artist of approximately 4-5 years.
- Introduction to 3D for Concept Art, Mentorship student (Instructor: Jama Jurabaev) - 2015
- Concepting with ZBrush, Mentorship student (Instructor: Alex Figini) - 2017
- Creature design with Jerad Marantz - 2017
- Environment Concept Design with Ken Fairclough - 2017
- Production Concept Art. Mentorship student (Instructor: Jan Urschel) - 2018

Portfolio [calina.carbonmade.com](http://calina.carbonmade.com)  
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