



Contact

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Košice, Nešporova 8, Slovakia

Skills

• Software:

Advanced - Unreal Engine5, Adobe Photoshop, 3DCoat

Intermediate - Blender, Autodesk 3ds Max-Maya, ZBrush, Nuke, Ableton Live, Marmoset Toolbag.

Adobe: Substance Designer, Lightroom, InDesign, Premiere Pro, Illustrator, After Effects.

Other - Storyboarding, Video editing, Gaming, Color theory, HTML & CSS.

• Languages:

C2 - Russian

C1 - English, Slovak, Czech

A2 - German, Polish

Pavel Zborovskii

Proficient in stylized illustration, texturing, concept art and design. Responsible, detail-oriented and creative, constantly finds inspiration in art and science. Wants to move forward with a good team focused on development. Passionate about game dev, character designs and self-development.

Projects

Stylized Fighting Game. Mythic Champions - As Lead had to create plenty stylized hand-painted textures based on given concepts. Had to create/fix UV mappings, PBR textures. Later were promoted to Art Director, had to teach and navigate through the style other Texture, 3D and Concept Artists, with inclusion of doing the same tasks. Creating Style Guide.

NFT Game Project. Sacra Game - Had to illustrate and concept plenty Character illustrations based on a given descriptions and photo references, including AI images.

Book Covers. The Bookish Box - Had to design and illustrate dust jacket cover for a books based on given Concept Details.

Experience

2024.05 - Present

Art Director for Nexus Event Interactive

2024.02 - 2024.09

2D Artist for Tetu, Sacra Project

2023.10 - 2024.05

Lead Texture Artist for Nexus Event Interactive

2019 - Present

Freelance Illustrator

Education

2018-2021

**Bachelor of Design of Media,
Media and Communication Studies**

Pan-European University, Faculty of Media,
Bratislava