

Živko Kondić

Illustrator, digital artist.

Personal information

Profession: Digital and mixed media art and illustration

Date of birth: July 7th 1985.

Address: Fruškogorska 18, 21432 Gajdobra, Serbia. Able to relocate.

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Languages: Serbian and Serbo-croatian - native, English - intermediate-advanced, Swedish - beginner, Spanish, Russian - able to comprehend and understand partially.

Software and tool proficiencies

Adobe Photoshop - 10+ years, highly proficient, main software for work.

ArtRage, Krita - 2+ years

Paintstorm Studio, The Foundry Mischief - early adopter, proficient.

Adobe Illustrator, Inkscape, MyPaint, Alchemy - occasional use.

3D Studio Max + vRay, zBrush - very basic, less zBrush, more Max.

Unity - not proficient, willing to learn things important to the workflow.

OS: Windows XP, 7, 8, 10.

Graphics Tablet: very proficient, 6+ years of usage, Wacom 5yrs. Current tablets: Intuos 4L and Wacom Companion 2.

Drawing by hand, traditional tools: pens, inks, chalks, basic watercolor and acrylic, abstract and collage style mostly.

Portfolio via links to my works on various social media:

<https://www.artstation.com/artist/zhille> - main selection of work.

<http://www.facebook.com/zhillustrator> - a page with my more casual work, including sketches, works in progress, process stages.

<http://be.net/zhille> - some older work divided into major categories.

<http://instagram.com/zhillustrator>

Education

High school: Design school, graphic design department. Excellent grades.

College: Technical college, web design department, averaged 8.7/10, left before getting a bachelor degree to start working as an illustrator.

Most of my current skills are self-tought via courses, instructional videos, books. I am looking for a chance to earn a relevant degree in the field of digital art.

Experience

01.2017 - now: Digital Artist, AEON7 Revisited. I am painting some key shots and illustrations for a revival of AEON7(www.facebook.com/aeonsevenhub), a partly personal project.

11.2016 - 02.2017: Illustrator and Concept artist at Lemonade 3D, Split, Croatia.

I worked as a senior illustrator and concept artist for several projects. Work included speed painting, key/location illustration, storyboarding, character design, some environment design, and 360 panoramic painting.

2016 - now: Freelance artistry. I worked on several different projects and developed a personal IP with a large amount of personal paintings. I held exhibitions and attended several conventions in Serbia and Croatia. I painted album artwork for several albums and compilations for different clients(Semmelweis Reflex, Black Planet Records). I worked on various commissions.

End of 2015: I was a concept artist for a b-movie, developing storyboard, thumbnail, key art and ship design images. The project unfortunately got cancelled.

12. 2014. - 04.2015: Senior artist, Abalda, Novi Sad, Serbia.

I was hired by Abalda as a part time (and full time in-house when available) visual artist and painter for a browser/android game, to upgrade the pre-existing graphics quality and establish better graphics standards with the game designer. I'll be overlooking any additional hires, outsourced art and give direction to the artists along with the lead game designer.

09.2014 - 01.2015: Art Contributor, Games Workshop, UK.

I was contacted by Games Workshop (<http://www.games-workshop.com/en-GB/Home>) as a freelance artist, I worked on several illustrations for them in an ongoing cooperation. During that time I focused even more on digital art and painting.

01. 2011 - 09. 2014: Visual artist, concept artist, Yellow Quince, Novi Sad, Serbia.

I worked as an in-house visual/lead artist developing a sci-fi 2D browser game AEON7(unpublished) for **Yellow Quince**, established the overall aesthetic and provided almost

all in-game, website and promo art, provided guidance and counsel to any freelance help. I designed most of the interface elements and icons before we hired additional specialized people. Also, I made concepts and sometimes skins and textures for 3D models. During that period I specialized in digital painting. The AEON7 project was paused in September 2014.

2007 - 2011: During college and a few years afterwards I worked on various graphic design and illustration projects with local and foreign clients, developing my design and illustration skills. I worked in-house and as a freelancer.

2012 and 2013: Poster/calendar illustration for Serbian Ministry of ecology and GIZ, a German institute. Twelve illustrations on recycling and ecology per calendar. Also worked on several ecology based project proposals as an illustrator.

Pre-2012: Various design and illustration work, personal and commissioned.

About my views on work and art

Art is a very important part of my daily life. It's my first and foremost hobby. I dedicate much of my time to viewing, analyzing, learning and making art, illustrations, digital art. I'm a person that is learning with every new project and piece of work, and I am my own biggest critic.

I have different styles and use different tools, occasionally learning completely new tools and approaches. I am not afraid to expand my comfort zones and try to get better in more things. I do enjoy art with a touch of SF the most.

I often employ a traditionally inspired painting and speedpainting technique and especially enjoy when I get hired to paint in that manner.

I enjoy creative work atmosphere with not much pressure. I tend to be very open and talkative, able to work in teams.

With respect,
Živko Kondić