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My name is Dariusz Andrulonis and I live in Warsaw, Poland. By education, I am a pedagogue and a biologist. I used to teach biology and arts at middle school. At the same time, I worked for multiple popular science publishers and did a series of various illustrations. These included primarily biological and medical illustrations, however, I also did illustrations related to sex education, geology, mechanics, etc. I used a wide array of illustration techniques, including traditional illustration and digital imaging, yet as time went by, the share of 3D illustrations in my portfolio was growing.

Around 2011 I was invited to work with Minalle-Maeda, a design team. I did a series of botanical illustrations and was involved in preparing those for 3D print. Minalle-Maeda exhibited the work during a number of international fairs and exhibitions.

At the turn of 2012 and 2013 I started a collaboration with EDUKATOR, a Polish education portal. The aim was to prepare a collection of illustrations for teaching biology at middle school. During the following years, using my own experience and the help of fellow pedagogues, I prepared a full collection of illustrations of human anatomy, zoology and botany.

Those illustrations I later presented on the Zbrush Central website of Pixologic. They were awarded a distinction and nominated as top 2016 post. I consider this to be my greatest success so far due to the significance of this achievement in the milieu of graphic designers and the fact that my name appeared among leading firms and names.

Around that time I was invited to work for 3D4Medical. My job was to prepare specific anatomical models. The models usually concern the structure of tissue in particular organs of the body. I usually start with an initial design (sometimes drawn by hand) based on the guidelines provided by 3D4Medical consultant. The models I prepared were highly complex and full of detail – both in terms of objects and texture.

I worked with independent game groups, where I created a number of creature concepts, based on my biological knowledge and graphic experience.

My work is done entirely in ZBrush, and rendering is done Cinema 4D, to which I export UV objects with maps.

I am seeking an employment corresponding to my interests and qualifications. I am mainly looking for a remote job. I have many years of experience in this and I can work like this by relying on constant contact with the studio and consultants via Skype.

Kind Regards
Dariusz Andrulonis

Have a look at my work:
Artstation: <https://dariuszandrulonis.artstation.com/>