

Panagiotis Cheliotis

19248 Pinehaven Pl
Castro Valley, CA 94546
Phone: (415) 290-5370
email: panoscg@outlook.com

Profile

I am a cg artist with a passion for design and visual creation. I have 10 years of experience in the video game field and I understand the workflow of making art for real time rendering. My main strength is that I can pick up my magical wand and turn ideas into shapes and designs.

Experience

CG Artist, Dialectic Applications, Oct 2020 - Aug 2021

Dealio

- Digital art for in game assets, illustrations, UI and marketing

CG Artist, Innofame Ltd, Mar 2018 - Jul 2019

Endelynn (Unpublished)

- Digital art and design of characters, environments, UI and props

Digital Sculptor/3D Artist, Eyelead Software, Jan 2016 - Oct 2018

- 3D sculpting of ancient Greek statues
- Recreation of ancient Greek temples in 3D models
- Create UVs and textures
- Importing and setting up all the 3d models in a real time graphic engine

CG Artist, Innofame Ltd, Jul 2013 - Jun 2016

Battle Conquest, Empyrean Rule

- Concept art of characters, monsters and environments
- UI art and design
- 3D modeling and texturing of characters, environments and props
- Provide illustration for in game assets, icons and promotional images

CG Artist, Clipwire Games, Nov 2012 - May 2013

Critter Conquest

- Concept art of characters
- Digital sculpting of characters
- 3D modeling of props

Skills

- Concept Art
- Visual Development
- Illustration
- UI Design
- Digital Sculpting

Software

Photoshop, ZBrush, Modo, Mudbox, Substance Painter, Keyshot, Figma

Education

Associate's degree, 3D Animation, 2007 - 2009
Intergraphics, Private Institute of Vocational Training

**Awards
and Publications**

3DTotal Excellence Award
Tutorial for 3DTotal
Featured in the Gallery of 3DArtist magazine
Featured in Expose 10 artbook, Ballistic Publishing