

NEMANJA BUBALO

CONCEPT/2D/3D ARTIST

CONTACT

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Jönköping, Sweden

SKILLS

- Sketching
- Drawing
- Sculpting
- Illustration
- Character, Creature, Prop & Environment design
- Texture Painting
- Character and Creature Art
- Digital Painting
- Retopology

SOFTWARE

- Photoshop
- Zbrush
- Clip Studio Paint
- 3D Coat
- Blender
- Substance Painter
- Unreal Engine 5
- Maya
- Keyshot
- Procreate

LANGUAGES

- English - C2
- Croatian - Native
- Swedish - Beginner

PROFILE

A highly skilled artist with a diverse set of skills and with 12 years of experience creating compelling art for video games, film and animation.

WORK EXPERIENCE

Concept artist / Generalist Artist

Pigs Will Fly Studios

August 2025 – March 2026

- Creating large amount of concepts and over-paints for rapid game prototype development
- Working on improving the overall character design and creating high poly models
- Illustrating game key art for marketing purposes
- Working on creating first quick iterations, then detailed and rich storyboards, and prepared the art for animation
- Contributing with environment design and block-out 3d spaces

Concept Artist / Sculptor / 3D Artist / Illustrator

Freelance Jobs

April 2024 – present

- Creating game trailer graphics and illustrations for the game "Godforged - Origins of Ozgalor" by Tricomman Studios
- Illustrations for tabletop RPG game "Tenebris Realm" by Goldleaf Games

2D Artist / Concept

Green Tomato Media

Oct 2021 – Apr 2024

- Reworking old and bought graphics as well as brainstorming ideas and creating slot game graphics from scratch. Preparing graphics for animation.

2D / Concept Artist / Sculptor

Uptown Art Studio

Jan 2020 – Oct 2021

- Working on a large number of browser games, did graphics and preparing them for animation in 'Spine'.
- Creating several comics.
- Designing and painting many backgrounds for the game
- Designing, sculpting, retopologizing and painting all in-game monster and creature characters for a fantasy turn based RPG game.

EDUCATION

3D Environmental Design Course

Pulse College (Dublin, Ireland)
2023

Knowledge of the entire 3D artist workflow; referencing/creating ideas, 3D modelling, texturing, level building in engine, lighting, post processing and theories on various industry tips, tricks and practices using the following software: Maya, Pure Ref, Substance Painter, Substance Designer, Photoshop and Unreal Engine 5

Engineering of Environmental Protection

Faculty of Technical Sciences
(Novi Sad)
2010 – 2014

HOBBIES



Karate - Practician since age 10, wearer of Black Belt, 1st Degree (Kase-Ha Shotokan Academy)



Music - Singing, Playing Guitar/Bass and Drums; Recorded 2 Rock albums



Hiking – Nature is where I find rest and peace, but also actively finding inspiration for art and life

WORK EXPERIENCE

Sculptor

Rocket Pig Games (Freelance)

Aug 2019 – Jan 2020

- Sculpting and preparing for 3d printing of monsters and character figurines.

Concept Artist

Little Green Men Games (Freelance)

Mar 2019 – Aug 2019

- Working with the team on a large number of character designs (alien, robot and human)
- Various environment concepts (docking areas, bars, space stations...)
- Vehicle design for 'Starpoint Gemini 3' game and a new unannounced project.

Concept Artist

Mad Head Games

Jun 2018 – Dec 2018

- Working closely with Art Director on exploring ideas for a new game in a cyberpunk/apocalypse setting (environments, vehicles, props and characters).
- Helping other teams with creature design for a fantasy title.

Concept Artist

LDM&TV Studios London (Freelance)

Jan 2018 – Feb 2019

- Collaborating with the Director and Art Director on an epic fantasy feature film to determine the designs for the Hindu gods and their mount animals, from simple sketches to full illustrations.
- Doing keyshots for the battle scenes between gods and demons.

Illustrator

Fuel Games (Freelance)

Jun 2018 – Oct 2018

- Working on illustrations for a fantasy trading card game 'Gods Unchained'

Concept Artist / 2D Artist

Eipix Entertainment

May 2014 – Jul 2017

- Working on every game the company made in this period, first as a 2D compositing artist, then as a concept artist.
- Designing a large number of environment scenes for Hidden Object games as well as characters and creatures.
- Collaborating all across the company with various game designers and producers.