

Work Experience



Lead Animator, Artist
2022 - Present

Niten.io

Niten Metaverse, NFT Gaming Ecosystem.

Created UI of the Blockchain Game Alliance including the virtual land and the platform website.
Led the team of animation, concept artists and UI/ UX designers.



Artist, 2D Animation, Ui/Ux Designer.
2015 - Present

appidea.com

Game Development Company

Brought ideas, built prototypes, created and developed the full visual aspect of most of the games.

Drew characters and created 2D background art and animation.
Created visual material for online promotion such as banners, GIFs, videos, posters.

Created a game, Pixel Swordfish, that earned a rating of 4.6 and 11 million downloads.

Developed visuals and concepts for various successful games, including Hero Wings and Water Planet.



Animator, Texture, Effects
2011 - 2014

20steps.ge

Film Production Company based in Tbilisi, Georgia

Worked on character animation for the award-winning short film Granny's general visuals to detailed touches such as texturing for each character in the film. Put together final brushes for the concluding cleanup.

Work Experience



Artistic Director & Painter, Animator, Designer, Editor
2010 - Present

igrika.com

My own Animation film studio - Tbilisi, Georgia

Conceptualized, wrote, and directed animated short films, invented characters, carried out various animation projects using manual techniques such as pencil and paper, oil on glass, sand animation, applications, plasticine, and puppets, as well as computer animation - 2D DIGITAL animation.



Painter & Designer

2009 - 2012

GEOLAND Ltd.

GIS Technology Company - Tbilisi, Georgia

Working on brand styles and logotypes, billboards, light boxes, posters, wall and pliable maps design; conceiving vector symbols, book and magazine design and layout, web page design.



Artistic director & Designer, animator

2007 - 2009

XZERO Ltd.

Advertising Company - Tbilisi, Georgia

Directed, produced, and edited animated advertisements.



Art Director, Inventing Characters, Animator

2005 - 2007

MiFaSi Film

Animation film studio - Tbilisi, Georgia

Conceived, wrote and directed animated short films, inventing characters, using 2D DIGITAL animation.

Education

Tbilisi State Academy of Arts, department of Animation.
Qualification - art director, animator. Bachelor degree.

1999 - 2003

Tbilisi I. Nikoladze State college of Arts. Department of painting.
Qualification – painter - teacher of painting.

1993 - 1998

Tbilisi school of Arts.

Profile

Game Artist, Painter, Animator with BA degree in Animation.

Exhibitions

"Autumn" a joint exhibition of the
Georgian National Gallery.

June 14/16 2000 - "The Teenage stars" Conkurs exhibition
International Center of Art.

2001 - "Spring" a joint exhibition of the
Georgian National Gallery.

Professional Course

master class of directors of animation movies by Rosangela de arayiu

2007 - 2008 - master class of different animation movies by
Devi Chananashvili

Personal Information

Languages: Georgian, Russian, English

Additional Skills

Hard Skills:

Adobe Creative Suite (Photoshop, Illustrator, XD, Acrobat, InDesign, Animate, Character Animator, Premiere, After Effects, Dreamweaver)

Corel Painter,

Corel Draw,

Spine,

Toon Boom Harmony 22

Animator,

TVPaint Animation.

- Digital Art
- Illustrator
- Animation
- UX Design
- Print Design

Soft Skills:

- ~ Creativity
- ~ Adaptability
- ~ Time management
- ~ Problem-solving

Contact

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