

# ALINA SMOLENTSEVA

2D Artist \ Concept Artist



## CONTACT

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## PORTFOLIO

artstation.com/entlin

https://entlin.art

## EDUCATION

Stavropol ART College

2014-2018

Graphic Design

## SKILLS

- Character Concept Art
- Environment Concept Art
- Props Concept Art
- Promo Splash Art
- Icons

## PROFILE

I have three years of experience in developing a popular game, which has more than 5.5M+ installs, improves my skills every day, and enables me to apply all my experience to new projects at a new job.

I'm a very passionate person, incredibly motivated, reliable, autonomous, and a good team player. I'm a fast learner. I have strong artistic practical skills, and I like to work in different styles. I appreciate new experiences and challenges, which are so important for learning and development of professional skills.

## WORK EXPERIENCE

### • Reaction Games Studio: Last Impact

2D/CONCEPT ARTIST

2022-Present

Character Concepts, Environment Concept Art, Props, Promo Art, Icons, Terrain Textures

### • Reaction Games Studio: Days After

2D/CONCEPT ARTIST

2020-2022

Character Concepts, Props, Promo Art, and Icons for the Days After game

### • Hatber

ILLUSTRATOR

December 2020- March 2020

I have worked as an illustrator for board games

### • Freelance

2018-2020

I have worked as a freelancer on various projects, such as indie game studios, book covers, and board games.