

CONTACT

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PORTFOLIO

[Devianart](#)

[99 Designs](#)

[Portfolio](#)

SKILLS

Character Design and Concept art

2D Game Assets

2D Animation

UI Design

Illustration and Painting

Storyboard and animatic

Comic book & book illustration

Level Design

Game Design

EDUCATION

New Bulgarian University

2003– 2005

Short film directing and classic
2D animation

ADDITIONAL SKILLS

Map editor tool in Far Cry 2/3/4

Mods & LD for Skyrim and Fallout 4

Unity 3D

Unreal Engine

Miroslav Dimitrov

I am an Art Director, 2D artist and Level Designer with 25+ years of experience as a freelance and full-time employee in gaming, film, publishing and media industries.

WORK EXPERIENCE

Head Creative and Art Director/Level Designer 2022 -

The Sixth Hammer

- Establishing and managing key visual styles
- Level and quest design
- Storytelling
- Illustrations and character design
- Promo and concept art

[Game 1](#) | [Game 1 Video](#) | [Game 2 Video](#) | [Game 3](#)

Art Director/2D Artist 2019 – 2021

E2P

- Creating game assets
- UI/UX
- Illustrations and character design

Background Artist 2019

Phoenix Media

- Creating backgrounds
- Game assets for an adult online game

Background Artist 2017– 2019

Chase A Cloud

- Creating 2D backgrounds for various animated projects
- Storyboard and animatic artist
- Concept and character art

[Link](#)

Art Director/2D Artist 2010– 2013

Savage Dreams

- Creating game assets
- Level design
- Concept art
- Animation
- UI design

[Link](#)

2D Artist 2008– 2010

Euro Games Technology

- Creating game assets for casino games
- Creating UI elements
- 2D animation

2D Artist 2005– 2008

Nu Image

- Storyboard and animatic artist.
- Character design and concept art.
- Working as an animator and background artist on several animated movies