

# Volha Fedarenka- Habrus

art lead &  
multi-disciplinary artist

Berlin

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As a creative professional with a background in both architecture and the video game industry, I present a rare blend of skills, including 3D modeling, visualization, concept art, graphic design and team management.

In my role as an art lead my primary focus is not only aligning projects with the vision, but also fostering an environment that values and leverages the unique talents of the team. I am passionate about creating a workspace that cares for its people and empowers them to produce exceptional work.

**Telephone:** 017689251918

**Email:** [volha.f.habrus@gmail.com](mailto:volha.f.habrus@gmail.com)

**Site:** [volhafhabrus.com](http://volhafhabrus.com)

**LinkedIn:** [linkedin.com/in/volha-fedarenka-habrus/](https://linkedin.com/in/volha-fedarenka-habrus/)

**ArtStation:** [artstation.com/volhafhabrus](https://artstation.com/volhafhabrus)

**Behance:** [behance.net/volhafh](https://behance.net/volhafh)

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## Experience

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### M2V Lab. / Art Director

May 2023 - present

Berlin, Germany, On-site

#### L Fetcher:

- Developed the character from concepts to 3D model execution including modeling, texturing, fur generation and rigging.
- Set up the pipeline process bringing the character from motion capture to final video composing.
- Established the signature embroidery style of L Fetcher brand.
- Developed the pipeline for delivering hyperrealistic renders of embroidery designs.

### Ten Square Games / Art Lead

Jun 2021 - Apr 2023 · 1 yr 11 mos,

Berlin, Germany · Hybrid

#### Fishing Clash:

- Collaborated with Product Owner, Lead Game Designer and Lead UI Artist on Product Identity.
- Developed project art documentation describing production pipeline and best practices.
- Introduced templates for streamlined content creation.
- Established collaboration workflow between content and live ops teams.
- Collaborated with the UI lead artist, providing art direction support during the development of new features.
- Supervised content quality and mentored the art team.

- Successfully scaled up content production by evaluating and onboarding an outsourcing partner, and expanding the content team to meet growing demands.
- Conducted headhunting to identify and recruit skilled talent.
- Created development plans for a 15-member artist team Fishing Clash.
- Collaborated with Product Owner, Lead Game Designer and Lead UI Artist on Product Identity.
- Developed project art documentation describing production pipeline and best practices.
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## **Wooga / Game Artist**

May 2016 - May 2021 · 5 yrs 1 mos

Berlin, Germany, On-site

### **Switchcraft:**

- Developed and delivered location environment concepts and final illustrations.
- Worked on production of illustrations, including thumbnails, concepts, 3D modeling, rendering, and final retouching and paint overs.

### **Pearl's Peril:**

- Created concepts and final graphics for isometric buildings and decorations.
- Oversaw full production of assets, including concepts, 3D modeling, rendering, final retouching, and paint overs.
- Developed concept art and briefs for outsourcing partners.
- Authored documentation on architectural object stylization for the isometric portion of the game, and documented best practices for content production.
- Supervised production of isometric objects and facilitated communication between the outsourcing partner and the team.
- Worked closely with content designers and project managers on decoration set creation

## **Plajer & Franz Studio / Architect**

Mar 2014 - Apr 2015 · 1 yr 2 mos

Berlin, Germany, On-site

- Completed 3D modeling, visualization, and graphics for project pitches.
- Serviced notable clients, including Puma

### **anOtherArchitect Studio / Architect**

Feb 2014 – Mar 2014 · 2 mos

Berlin, Germany, On-site

- Executed 3D modeling and visualization for project proposals.

### **“Жилкоммунтехника” / Architect**

Aug 2010 – Sep 2011 · 1 yr 2 mos

Minsk, Belarus, On-site

- Produced documentation for civil project constructions and improved architectural drawings and floor plans.

### **Design studio “Белый волк” / Interior Designer**

Mar 2010 – Aug 2010 · 6 mos

Minsk, Belarus, On-site

- Designed apartment interiors
- 3D modeling and visualization

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## **Education**

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### **Belaruski Nacyjanal'ny Tehnièny Universitet Bachelor of Architecture (B.Arch.)**

2005–2010

Minsk, Belarus

### **Bali Academy**

#### **Illustration**

2015

Ubud, Indonesia

### **New Masters Academy**

#### **Traditional Drawing**

2015–2016

Online

### **ESDIP Berlin**

#### **Digital Art, Modo (crash course), digital art and 3d**

2016

Berlin, Germany

### **Schoolims**

#### **Digital Painting**

2016–2019

Online

## Art Escape Italy

### Painting Class with Costa Dvoretzky

2020

Florence, Italy

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#### Skills

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art direction  
mentoring  
documentation  
concept art  
2d art  
3d art  
graphic design  
constructive feedback

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#### Languages

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**Belarusian**  
Native or bilingual proficiency  
**German**  
Limited working proficiency  
**Englisch**  
Professional working proficiency  
**Russisch**  
Native or bilingual proficiency