

Volha Fedarenka- Habrus

art lead &
multi-disciplinary artist

Berlin

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

Site: volhafhabrus.com

LinkedIn: linkedin.com/in/volha-fedarenka-habrus/

ArtStation: artstation.com/volhafhabrus

Behance: behance.net/volhafh

Experience

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.
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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

Education

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 Dvorezky
2020
Florence, Italy

Skills

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

Languages

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