

Marina Savchuk

2D Artist | Stylized Casual Mobile Games

Ukraine · +380971467366 · marinasavchuk.art@gmail.com · [ArtStation](#) · [LinkedIn](#)

PROFILE

2D Artist with 5 years of experience creating stylized assets for casual mobile games. Specialized in props, decorations, environment elements, icons, illustrations, and isometric production. Strong in readability, shape language, and clean visual execution, with experience taking assets from exploration to final polished render. Skilled in using Blender within the 2D pipeline for blockouts, perspective, lighting, and base renders, followed by full manual refinement in Photoshop. Experienced in AI-assisted ideation, visual exploration, and image enhancement as part of structured production pipelines aligned with art direction and team workflows.

EXPERIENCE

Playrix / Zagrava | 2D Artist | 2021 – 2026

- Created production-ready stylized assets for live casual mobile games, including props, decorations, environment elements, icons, and illustrations.
- Took assets from concept and visual exploration to final render and polish, ensuring readability, strong shape language, and smooth in-game integration.
- Collaborated with cross-functional teams, aligning art execution with visual direction, technical constraints, and production goals.
- Used AI-assisted workflows for ideation, variation exploration, and image enhancement, followed by manual refinement and final polish in Photoshop.
- Applied Blender in the 2D pipeline for blockouts, perspective, and lighting to improve speed, accuracy, and consistency.

Fishdom

- Developed stylized props and decorations, focusing on clear shape language, readability, and consistency within the established visual style.
- Refined assets from concept through final render, ensuring high production quality and seamless in-game integration.
- Maintained visual consistency across multiple asset types within a live production environment.

Fishdom Expeditions

- Created isometric props and environment assets, optimized for gameplay readability and isometric perspective.
- Designed assets with a focus on clarity, composition, and usability within game mechanics.
- Worked from concept to final render, ensuring stylistic consistency and production readiness.

Marketing Creatives

- Produced marketing visuals and storefront assets for App Store and Google Play with a focus on composition, readability, and visual impact.
- Maintained consistent quality across different asset types in fast-paced production cycles.

NDA Project | 2D Artist | 2024 – 2026

- Contributed to a full-cycle production pipeline for stylized isometric props and environment assets, from exploration to final polish.
- Created production-ready assets including props, visual zone elements, icons, and illustrations.
- Developed isometric assets with a focus on readability, clear shape language, and stylistic consistency.
- Used AI tools for ideation and render enhancement, followed by manual refinement in Photoshop.
- Worked within art direction, feedback loops, and production guidelines to ensure consistency and quality.

KEY SKILLS

- Stylized asset creation for casual mobile games
- Props, decorations, environment elements, icons, and illustrations
- Isometric asset production and adaptation to gameplay view
- Readability, shape language, and clean stylized execution
- Fast iteration and structured production workflows
- AI-assisted ideation and visual exploration within production pipelines
- Blender in 2D pipeline: blockouts, perspective, lighting, base renders
- Final render polish and manual refinement in Photoshop
- Cross-functional collaboration and adaptation to production needs

TOOLS

Photoshop · Blender · AI tools (Stable Diffusion, FLUX, ControlNet, ComfyUI, Forge)

EDUCATION

Ivan Ohienko Zhytomyr College of Professional Culture and Arts 2017 – 2021

Mykhailo Boichuk Kyiv State Academy of Decorative and Applied Arts and Design 2021 – 2023

Additional Training

MDP — Character Design Program

ArtCraft — 3D Base for 2D Artists

LANGUAGES

Ukrainian — Native

Russian — Native/Bilingual

English — B2 Upper Intermediate

Spanish — A1 Beginner