

# Pavel Rouz

Concept artist


mail@paulrous.art

paulrous.art

Linkedin

Telegram


## Soft

- Photoshop
- Rebelle
- Figma
- Blender
- Stable Diffusion

### 2025-2026

**Concept artist / 2d artist**

Studio: Kontos Group
Project: Treasure Heroes

Responsibilities:

- Character design and preparation for animation
- Creating battle backgrounds, locations, buildings, and UI backgrounds
- Contributing to UI development
- Working with AI-assisted tools
- Leading and coordinating artists

### 2022-2024

**Concept artist / UI designer**

Studio: Developers Unknown
Project: Merx

Concept Artist Responsibilities:

- Character skin concepts
- Taunt, emote, and character portrait concepts
- VFX and animation concepts

UI Designer Responsibilities:

- Creating game interface layouts and preparing assets for implementation
- Designing UI for the Lobby, Offer windows, Mail, Friends, Ranks, Reward preview system, Advertising, and other game screens
- Designing game location maps and loading screens
- Creating UI icons



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### 2022-2023

**Concept artist**

Studio: **Developers Unknown**
Project: **Mech**

Responsibilities:

- Environment concepts
- Military vehicle concepts
- Concepts for buffs, debuffs, ultimates, explosions, and other VFX

### 2020-2022

**Concept artist**

Studio: **Room8Studio**
Project: **South of Midnight**

Responsibilities:

- Animals concepts

**Concept artist**

Studio: **Fabros**

Responsibilities:

- Character concepts
- Monster concepts
- Environment concepts

**Concept artist**

Studio: **Phantasmica Studios**
Project: Tenebris

Responsibilities:

- Monster concepts
- Environment concepts