



Stoyan Georgiev Kamburov

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Experienced Concept and UI/UX Artist, working in the game industry with 10+ years of experience.

Gaming enthusiast, having interest in various game genres- immersive RPGs, innovative strategies, big fan of the Dark souls series and game universes like Warhammer, Warhammer 4K.

Actively interested in the current state of the gaming industry and up-to-date with the latest titles and technologies used in game development.

Proactive listener, collaborative and self-motivating person.

Skilled in [UI Design](#), [User Experience](#), [Character Design](#), [Environment Design](#), [Hard Surface Design](#), [Digital Illustration](#).

Expert knowledge in Adobe Photoshop, Adobe Illustrator, Adobe Animate (Flash)
Knowledge in 3DS Max, Blender, Adobe AfterEffects, Solidworks.

[PROFFESIONAL PROJECTS](#)

[Total War: Troy / A Total War Saga](#) / CA

[Spellweaver](#) / Dream Reactor

[Scavenger Duels](#) / Tryad Games

[Rage War](#) / Fury Studio

[AmberBone](#) / XS Software

[Khan Wars](#) / XS Software

[Nemexia](#) / XS Software

[Pirates](#) / Bigmage Studio

[LucidStar](#) / Bigmage Studio

[X Terran Conflict](#) / Egosoft

[PERSONAL PROJECTS](#)

[Galaktion - The Board Game](#)

[Galaktion- The Fourth Millenium](#)- Pen
& Paper Role Playing Game

/WORK EXPERIENCE

Oct 2018 - present

Creative Assembly / Senior UI Artist on Total War

As UI Artist, I am creating high-quality work, ranging from initial sketches to high fidelity visual comps for game features, core UI elements and iconography.

Establish and implement art practices and pipelines and mentor other designers on the team.

Make meaningful decisions on the visual style to improve usability and craft immersive experiences in a thematically consistency in style.

Implement design, art and motion in engine with support from engineers.

Aug 2016 - Sep 2018

Coherent Labs / Senior UI/UX Designer

Responsible for creating various game interfaces that demonstrate the highlights of Coherent Labs' middleware products. The software enables the creation of game UI via the web technologies- HTML, CSS, JS. The design of these interfaces (named Coherent Kits) involved creating a design document, making a prototype, creating the final screens and their adjacent graphics and illustrations, and creating the necessary documentation needed by the frontend team to implement them. I helped the marketing team with various branding and promo materials like business cards, t-shirts, etc.. I was also entrusted with creating advertising material for the GDC 2017 and 2018 conferences.

Sep 2014 – Sep 2015

Art Director / Tryad Games

Responsible for creating 'Scavenger Duels' art guidelines and communicating them with the rest of the team. I designed the game interface, various concept art and did most of the promotional art.

I also created various modular animations in Adobe Animate for the game battle.

I had the privilege to work with highly motivated people and learned a lot about the

Oct 2010 – Aug 2014

Art Director / Crystalplay

Co-founded a startup company aiming to deliver a high-quality gaming experience. I was responsible for designing the visual style of our games, worked tightly with the developers to create fast iteration. Received substantial experience in developing mobile games, building playable prototypes. I learned to create art that functions within the scope available for the project without sacrificing the aesthetic and art direction.

As a studio, we developed a free-to-play card game called Battlespell and released it in 2012 for Facebook and iOS. Our second big project was Amberbone- a tower defense game, developed for XS Software. The project was developed for mobile platforms- Android and iOS.

/WORK EXPERIENCE

Sep 2009 - Sep. 2010

Senior Web Designer / Stenik

Web Design, Graphic Design, Identity & Branding

May. 2007 – Dec. 2008

Web Designer / Investor.bg

Web Design, Graphic Design, Identity & Branding

Sep. 2005 – Sep. 2006

Web Designer / Pixeldepo

Web Design, Graphic Design, Identity & Branding, Multimedia

Aug 2007 - present

Stonehand Studio / Freelancer

Responsible for creating high-quality game interfaces, concept art, and illustrations.

I am currently working with Kipi Interactive on their next-gen mobile multiplayer game Cryowar.

I had the pleasure to work with several Bulgarian game studios including Dreamreactor, XS Software and Fury Studio on games like Spellweaver, Rage War, KhanWars, and Nemexia. Back in 2007, I did several concept arts for Egosoft's space simulator game X-Terran Conflict which included- various spaceships and alien design.

/EDUCATION

2002 - 2004

Master / Industrial Design

Technical University of Varna

1998 - 2002

Bachelor / Industrial Design

Technical University of Varna

1993 - 1998

Industrial Electronics

Lomonosov Technical School of Dobrich

/PORTFOLIO

www.stonehandstudio.com