



# Stoyan Georgiev Kamburov

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Experienced Concept and UI/UX Artist, working in the game industry with 10+ years of experience. Professional designer with analytical thinking and problem-solving skills graduated from Technical University - Varna.

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

[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

*Aug 2007 - present*

## Stonehand Studio / Freelancer

Responsible for creating high-quality game interfaces, concept art, and illustrations. I had the pleasure to work with several Bulgarian game studios including Dreamreactor, XS Software and Fury Studio on games like Spellweaver, 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.

*Aug 2016 - present*

## 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

## /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