

# KATRINA ZIDICHOUSKI

## CHARACTER CONCEPT ARTIST

### CONTACT

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### EDUCATION

MOUNT ALLISON UNIV.  
B.F.A. Painting, Drawing &  
Sculpture  
minor Art History  
2010 - 2014

### SKILLSET

*Bilingual French*  
*Clip Studio Paint*  
*Photoshop CC*  
*Spine 2D*  
*Illustration*

### ABOUT ME

I'm Katrina Zidichouski, a Calgary based artist who goes wherever my work takes me. Originally a traditional oil painter and sculptor, I developed my digital skills alongside my BFA. Anatomy, bold colours and an attention to detail are areas in which I excel at, and I flourish in a team environment. My ultimate goal is to add my creativity and expertise to the animation and games industry as a concept artist and character designer.

### EXPERIENCE

#### ART DIRECTOR, 2021 – PRES

Luster Cult, LLC

In charge of look development on indie game projects Neon Nebula, a sci-fi RPG, Endless Summer, a narrative-focused RPG and Blood Rites, an occult-themed TTRPG

Responsibilities:

- Concept development of visuals from sketches all the way to full turn arounds for **character** and **prop assets**
- Weekly progress updates and design iterations
- Supervision and direction on the art style and quality of the projects
- Consistently the top contributor on the team

#### Management(Graphics)/Merchandise Artist, 2023 – PRES

Soup Store LLC

In charge of graphic design, illustration, and merchandise development

Responsibilities:

- Design enticing graphics for announcements, social media, storefront and product images, and the store website
- Create merchandise designs that are sold in the store

#### 2D Sprite/CG Lead Artist, 2023

Jenny Vi Pham

Lead sprite artist and CG illustrator for visual novel Error143 DLC

Responsibilities:

- Create detailed scene illustrations containing multiple expressions and outfits
- Create 2D sprite work of the main character with multiple expressions, poses and outfits optimized for programming