

RICHARD KRAMEN[©]

RICHARD KRAMENSTETTER

Multidisciplinary visual artist based in London, United Kingdom

EDUCATION

- > **Illyés Gyula Primary School**, Hungary (five years under the mentorship of an accomplished artist)
- > **Radnóti Miklós High School and Technical School of Economics**, Hungary
(High School diploma, county English language competition first place)
- > **Pécsi Művészeti Art Vocational School / College of the Arts**, Hungary
(BA equivalent degree, extensive training in visual arts)

EXPERIENCE

- > **Freelance graphic design, illustration and concept art** for numerous commissions and projects:
creating logos, posters, flyers, adverts, branding, videos, online profiles, websites, etc., 2007 - present
- > **Rockmaraton music festival**, Hungary: organizing, managing and art directing for an interactive social game, 2010
- > **2Pixels web design studio**, Hungary: front & back end web designer, 2012-2013
- > **Paul Timms art studio**, Cyprus: logo design and assisting in the studio of the artist, 2018
- > **Journey To Eden card game**: fantasy card game illustration, art direction, 2018
- > **Local arts and crafts festival**, Greece: event organizing and art direction, 2019
- > **Bernardina design**, Greece: full branding, photographics, website design, 2020
- > **Smothered, Hard-Set visual novel**: story writing, character and environment design, programming, 2020-ongoing

PERSONAL STRENGTHS

“ *As a self-sufficient, highly organized and independent person, a reluctant, proactive artist with an ever-positive attitude, I create capturing character designs, environments, backgrounds and props in various different styles.*

Working with my own visual approach, I use elongated, lean shapes, a "customized realism" in the footsteps and in respect and honour of 19th and 20th century artists. **”**

KEY SKILLS AND SOFTWARE PROFICIENCY



- > **freehand drawing**
- > **digital painting**
- > Adobe Creative Suite
- > GIMP, Krita, Inkscape, Godot, Blender, Unix CLI
- > CSS3, HTML5, PHP, JAVASCRIPT

RELATED KNOWLEDGE & OTHER SKILLS

- > Game development using Blender and Godot
- > Photographics and image manipulation
- > Music writing and programming on synthesizers, drum machines, string instruments and via software
- > Website optimization and network configuration
- > Management and human resources skills
- > Entry level sculpting and carpentry skills
- > Avid reader of fiction and non-fiction

AIMS & INTERESTS

Creating exceptional digital and traditional visual art perpetually.

Art direction.

Further enhancing skills, growing and evolving as an artist.



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