

Adam Isailovic

Concept Artist and Illustrator

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🌐 www.adamisailovic.com

PROFESSIONAL EXPERIENCE

Freelance Illustrator and Concept Artist - Nov 2007 - Present

- As Illustrator, concept artist and comic book artist i worked on various project through years.

Gameyus Interactive Feb 2004 - Oct 2007

- *Enemy Engaged 2*: AAA Title - As Lead Game Designer I coordinated a ground-up effort to re-design the original *Enemy Engaged*.

- *Alliance - Future Combat*: AAA title - I had a wide variety of responsibilities ranging from level design (development and documentation for two dozen maps and environments), to concept art, UI design (menus and other interactions), texturing, in-game music etc.

PORTFOLIO AND ONLINE SAMPLES

- *LinkedIn* --- [LinkedIn Profile](#)
- *Illustration* --- www.adamisailovic.com - [ArtStation](#) - [Deviant Art](#)

PERSONAL PROJECTS

- *Antharra*: Turn-based collectible card 2-to-4 player game with strategy elements. 52 races in 10 systems and 7 Inner-Dimensions fight for supremacy. I've developed comprehensive documentation on the game universe's history, politics, customs, lore, sports, government, etc. Supplement *Dark Day* deals with the stories of 5 individuals through each of the five Great Time Periods of Antharra.

EDUCATION

Buda Davidovic Advanced Technical - Obrenovac

Polytechnic Design Faculty - Belgrade

TRAINING AND COURSES

Self Taught

TECHNICAL

- *3D*: Autodesk 3ds Max
- *Design*: Adobe Photoshop
- *Video*: Adobe AfterEffects
- *Music*: Reason 5, Steinberg CuBase, Bass Guitar, Keyboards, Guitar.
- *Game Design*: Valve Hammer Editor, Warcraft World Editor, UnrealEd, SandBox2, Perun, CODRadiant
- *Web*: Adobe Dreamweaver, Adobe Flash

ABOUT

I've always been passionate about creative design; it has been my calling in life since I got my first ZX Spectrum computer in 1987. My path since has had me pick a wide variety of skills. I am an accomplished visual artist (both in traditional and digital media) as well as a 3D designer, musician (piano, guitar, accordion, bass) and game designer. I am passionate about creating great games from the initial concept, through the systems and mechanics, to the actual production and finished product. I enjoy making challenging and fun concepts, levels and worlds, using various art and scripting assets to create immersive and interesting features that will expand gameplay and give memorable experience. I'm constantly keeping an open mind to learning new things. I live for the moments where I'm part of a collaborative effort that turns a good idea into an excellent one, and an excellent idea into really fun gameplay. I worked in various environments and had amazing experiences through all stages of development.