

CONTACT

- MOBILE
+38267373030
- EMAIL
connect@cheslav.art
- WEBSITE
cheslav.art
- LINKEDIN
cheslav-cherovski-b7033124b
- LOCATION
Montenegro

TOP SKILLS

- 2D Art & Animation
- Post-production
- 3D Animation

LANGUAGES

- Russian *Native or Bilingual*
- English *Elementary*
- Polish *Elementary*

CERTIFICATIONS

- Game Producer

Cheslav Chervinski

Art Director · Team Leadership · Production Strategy · Game 2D Animator · VFX Artist

Montenegro

Summary

Art Director & Lead 2D Animator with 10+ years in the game industry, passionate about crafting visual worlds that engage and inspire players.

I've led art teams on international Web and Web3 projects, defined distinctive visual styles, built robust production pipelines, and driven creative direction from concept to final delivery. I also mentor artists and animators, helping them grow their skills and confidence — something I've been doing for more than 5 years.

- Art direction and game visual development
 - 2D animation, VFX and post-production
 - Building teams and managing production workflows
 - Process optimization and quality improvement
- Led an outsourced art team for 3+ years and delivered over 10 successful projects
 - Built and optimized the art direction pipeline — from hiring and onboarding to final production standards

Currently working as a Lead 2D Animator at international studio. Always open to new challenges, creative collaborations, and ambitious projects that push visual storytelling forward.

Experience

77-bit

Jan 2022 — Apr 2026 · 4 yr 3 mo

Lead 2D Animator

- ✓ Developed and optimized the animation pipeline in close collaboration with game design and development teams
- ✓ Created the visual style and a unique character animation production model, which ensured a successful NFT mint and laid the foundation for long-term scalability and growth
- ✓ Led a team of animators, built efficient Spine animation workflows, and improved asset quality and graphical performance
- ✓ Implemented a task review system in Asana, increasing team efficiency
- ✓ Solved complex technical animation challenges, accelerating the environment animation production process

Nord Beaver

Aug 2020 — Jan 2023 · 2 yr 6 mo

Art Director

- ✓ Defined the art direction strategy and developed the company's visual identity
- ✓ Created a brand book and a distinctive visual style that became recognizable in the market
- ✓ Led the art department, including talent selection, interviews, performance reviews, and pipeline development
- ✓ Collaborated with stakeholders and external teams to ensure consistent and high-quality project delivery
- ✓ Oversaw art direction for all company projects, managing more than 10 outsourced projects

True Labs Game Studios

Jun 2019 — Feb 2021 · 1 yr 9 mo

2D Animator and VFX Artist

- ✓ Created animations for game elements, backgrounds, environments, and visual effects, optimizing them for high performance
- ✓ Produced promotional videos that increased user engagement and boosted brand visibility in the slot games market
- ✓ Organized the animation export pipeline for multiple concurrent projects
- ✓ Developed a VFX production pipeline combining sequences, skeletal animation, and particle systems — optimizing integration efficiency by 50%
- ✓ Introduced an effective bitmap-based custom font workflow, improving the quality and consistency of unique in-game typography

Fuga Gaming Technologies

Mar 2016 — Jun 2019 · 3 yr 4 mo

Senior Concept Artist / 2D - 3D Animator

- ✓ Created concept art and developed the visual style for game projects
- ✓ Planned and supervised outsourced project timelines, reducing development time by 20–30%
- ✓ Designed promotional materials for the company's website and marketing campaigns
- ✓ Built an efficient release-prep pipeline for deploying game assets across multiple platforms

Education



Bachelor of Education

Orenburg State University (OSU)
2005 - 2008