



# MONIKA MIKUCKA

Game Artist | Illustrator

## About Me

Monika is a passionate freelancer artist whose expertise lies in character design, concept art, illustration and marketing. She seeks joy and inspiration in gaming, reading, medieval things, and tea is her number one fuel.



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Göteborg, Sweden

## WORK EXPERIENCES

### Clear River Games | 2023 sep - present

Graphic Artist & Marketing Artist at Clear River Games. Responsible for creating titlesheets, disc labels, game labels, marketing assets, and alike for different gaming companies..

### Bitwave games | 2022 aug - 2023 aug

Game & Marketing Artist at Bitwave Games. Created various marketing assets and game assets for the Toaplan games.

- *Toaplan Arcade Shoot'Em Ups Volume 1-4*
- *Gimmick! 2*

### The Station Interactive | 2018 Sep - 2019 Jan

Freelance Game Artist for The Station Interactive

- *Sniper VS Thieves* - UI icon design

### Just For The Win | 2017 June - 2017 Dec

Game Artist at JFTW AB, Gothenburg. Worked on game assets for video slots.

### The Station Interactive | 2016 Sep - 2017 Apr

2D Artist intern at The Station Interactive in Karlshamn, Sweden. I produced DLC costumes for Little Big Planet 3. I also created various concept art and 2D assets for unannounced titles as well.

- *Little Big Planet 3 DLC* - concept art, marketing
- *Sniper VS Thieves* - Marketing
- *Sniper Extinction* - Weapon concept art, various graphics

## OTHER EXPERIENCES

### The Station Interactive | 2015 + 2016 May

Nordic Game Conference Volunteer. Wacom demonstrator & Art Contest Helper.

### The Station Interactive | 2014 + 2023 May

Nordic Game Conference Volunteer. Wacom demonstrator & Art Contest Helper.

### The Station Interactive | 2015 + 2016 May

Nordic Game Conference Volunteer. Wacom demonstrator & Art Contest Helper.

## EDUCATION

### The Game Assembly, Malmö

Sep 2014 - Apr 2017 | [www.thegameassembly.com](http://www.thegameassembly.com) | Game Art

Advance Diploma in Higher Vocational Education, 2,5 years.

### Gotland University, Online Course

2013 | [www.hgo.se](http://www.hgo.se)  
Concept Art Course.

### Univesory of Skövde

2015 + 2016 May | [www.his.se](http://www.his.se) | Game Art Program  
Degree of bachelor Of Arts.

## LANGUAGE

- English (Fluent)
- Swedish (Fluent)
- Polish (Basic knowledge)
- Japanese (Beginner)

## SKILLS

- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Autodesk Maya
- Office 365, Teams
- Sharepoint, Google Drive
- Trello, Hack & Plan, BaseCamp