

CURRICULUM VITAE

PERSONAL INFORMATION

Name	Plamen Bisserov Iliev
Website	http://www.piliev.com
LinkedIn	https://www.linkedin.com/in/plamen-iliev
ArtStation	https://www.artstation.com/cozmo
Nationality	Bulgarian

LANGUAGES

English	Fluent
Spanish	Fluent
Bulgarian	Fluent (mother tongue)

SKILLS AND INTERESTS

Software skills	Autodesk 3ds Max, Pixologic Zbrush, Adobe Substance Painter, Marvelous Designer, Adobe Photoshop, Marmoset Toolbag, Wrap by Faceform, Reallusion Character Creator, FiberShop, Ornatix for 3dsMax, Blender
Game Engines	Unity, Unreal, Cryengine
Scripting languages	Autodesk MaxScript - intermediate level
Interests	character concept design, human and animal anatomy, working with shaders and materials, lighting and rendering
Other	knowledge of computer graphics programming, computer hardware

WORK EXPERIENCE

Employers	Snapshot Games – Bulgaria, part of Embracer Group (full-time) Fanatic Games – Czech Republic (3d clothing artist, freelance) Vaki Games – Finland (freelance) Chartis.gg – USA(freelance) 1518 Studios – International (freelance) Upsurge Studios – Australia (freelance) Creative Assembly (full-time) Crytek – Sofia / Crytek – Frankfurt (full-time) Zographic Films (full-time)
Game titles and freelance work	Frosthaven by Snapshot Games (2025 early access on Steam) Quantum Threshold VR by Vaki Games /contract/ (2025) Fortnite characters for UEFN Chartis.gg (2024) Kingshunt by Vaki Games /contract/ (2022 Early Access) Payday 2 DLC 1518 Studios and Starbreeze Studios (2022) Unannounced Title (cancelled) by Snapshot Games (2021) Poenix Point 2 (cancelled) by Snapshot Games (2021) Phoenix Point + DLCs by Snapshot Games (2020) Magic: The Gathering Arena by Wizards of the Coast (2018) Total War: Arena by Creative Assembly (2017) Total War Saga: Thrones of Britannia by Creative Assembly (2017) Robinson: The Journey by Crytek Frankfurt (2016) Chaos Reborn by Snapshot Games /contract/ (2015) Arena of Fate by Crytek Black Sea (2015) Dawn of Time (cancelled) by Crytek Black Sea (2011) Tau (cancelled) by Crytek Black Sea (2010)

March 2025-present

Started working as a freelance 3D clothing artist at Fanatic Games, worked on an unreleased war game by Vaki Games, working on an unannounced title at Snapshot Games

July 2024-Feb 2025

Polishing work on **Frosthaven** by Snapshot Games and Embracer, polishing and texturing character models, released **Quantum Threshold VR** by Vaki Games

July 2022-June 2024

Promoted to Senior Character Artist level 2, working on **Frosthaven** by Snapshot Games and Sabre Interactive; worked with Chartis.gg as a freelancer on several character models in the style of **Fortnite** for UEFN

Feb 2022-June 2024(contract)

Worked for Vaki Games(Finland) as a freelance Character Artist on their online title **Kingshunt**, the game was released on Steam in November 2022; worked closely with the art director and rigging and animation artist on various playable characters for the game; responsibilities included: designing, rapid prototyping/character grayboxing, sculpting and modelling, making lowpoly game models and UV unwrapping, fur and hair generation, texturing, helping and giving feedback to junior artists.

Aug 2022-Sept 2022(contract)

Worked as an outsourcing Character Artist for 1518 Studios on a DLC for **Payday 2** by Starbreeze Studios

Oct 2021-June 2022

Working as a Senior 3D Charter Artist on several unannounced titles and IPs developed by Snapshot Games and Saber Interactive, created various mock-up characters for the prototype/demo levels, exploring various art styles, creating textures, basic shaders and materials for Unreal Engine and Unity

March 2021-Sept 2021

Started working as a Senior Character Artist on **Poenix Point 2**(cancelled), the working title of the sequel to Phoenix Point released in 2020

March 2020-Feb 2021

Started working remotely for Snapshot Games as Senior 3D Character Artist; familiarized Intern and Junior artists with the production pipeline, giving them artistic and technical feedback on a regular basis; sculpting, retopologizing and texturing character/creature models; developing and improving custom Unity shaders using Amplify; was assigned as Game Pitch Lead; organized regular meetings with the character team where new characters and game features were discussed, selected and presented to the game director and designers for future implementation

Dec 2019-Feb 2020

Worked at Snapshot Games as Senior 3D Character Artist; worked on several DLCs and Expansions for **Phoenix Point**

June 2019-Nov 2019

Worked at Snapshot Games as 3D Character Artist (3rd grade); worked on the character customization feature in **Phoenix Point**; worked with Amplify for Unity to create various shaders and effects, including: expanding the existing character shader to support custom tattoos/facepaint maps, skin tone variation, shader layering for custom mutations, damage and bleeding control and added color control and pattern selection; created various shaders for character abilities with transparency and holographic effects; used Marvelous Designer for rapid cloth generation

Aug 2017-May 2019

Worked at Snapshot Games as 3D Character Artist (2nd grade) on **Phoenix Point**; creating rapid 3D concepts in Zbrush, working closely with the 2D concepting artists; creating high-polygonal creature models and low-polygonal game assets; painting and generating texture maps; using 3dsMax, Luxology Modo, Zbrush, Substance Painter and Photoshop; solving various technical issues when preparing assets and textures for Unity; helped newcomers understand how to work with an optimized and project-specific pipeline; helping the Environment team by writing custom scripts to automate and speed-up their work

Aug 2018-Sept 2018(contract)

Worked for Upsurge Studios(Australia) as 3D Character Artist. Created and polished 3D character models for a cinematic video for the online game **Magic: The Gathering Arena**, developed by Wizards of the Coast

Feb 2017-July 2017

Worked at Creative Assembly Sofia as 3D Artist on **Total War Saga: Thrones of Britannia** and **Total War: Arena**, developed by Creative Assembly UK; working in close collaboration with the art team at Creative Assembly UK; creating high-polygonal models and low-polygonal game assets; painting and generating texture maps; using 3dsMax, Zbrush, Substance Painter and various proprietary tools and custom MaxScripts

Nov 2015-Jan 2017

Worked at Crytek Black Sea as 3D Artist on **Robinson: The Journey**, developed by Crytek Frankfurt; creating high-polygonal models and low-polygonal game assets; baking normal maps, ambient occlusion, curvature and cavity maps; using Substance Painter to create PBR textures; painting diffuse/albedo, specular and glossiness maps; setting up materials/shaders in Cryengine; writing custom MaxScript tools to automate the workflow

Jun 2015-Sept 2015(contract)

Worked at Snapshot Games as 3D Character Artist on **Chaos Reborn**(turn-based strategy game) and **Phoenix Point**(turn-based tactical combat game); created high-polygonal character models and low-polygonal game models; baked normal, ambient occlusion and gradient maps; painted diffuse, glossiness and glow maps; exported models to Unity

2011-2015

Worked at Crytek Black Sea as 3D Character Artist on **Arena of Fate**(competitive MOBA game); created high-polygonal character models and low-polygonal game models; baked normal and ambient occlusion maps; painted diffuse, specular, glossiness and glow maps; set up materials/shaders in Cryengine

Aug 2009-2011

Worked at Crytek Black Sea as 3D Character Artist/3D Environment Artist on **Dawn of Time**(cancelled PC/mobile game) and **Tau**(cancelled MMO game); created high-polygonal models and low-polygonal game models of characters, props and environment assets; baked normal and ambient occlusion maps; painted diffuse, specular and gloss textures; set up shaders and materials in Cryengine

Sept 2007-Aug 2009

Worked at [Zographic Films](#) as 3D Artist/Generalist; created high-polygonal models of hard-surface and organic objects for television and film; set up materials, textures and lighting in 3ds Max; created scripted effects; set up rendering farm and batch-rendered required shots; imported and post-processed in Adobe After Effects; performed rotoscoping, color-correction, etc. painted character concepts for a children's TV show; created character facial and body rigs; list of clients included Coca-Cola Bulgaria, Nestle Bulgaria, Bulgarian National Television, M-Tel, PostBank, Vertu

2005-2007(internships and freelance work)

Worked for LOTOS Ltd. as a freelance 3D Artist/Generalist; created models, materials and textures for virtual resorts

Worked for Iguzzinni – Bulgaria as a freelance exterior lighting designer/artist; created virtual lighting setups and hand-painted exterior lighting of virtual office buildings and resorts;

Worked at Telerik Bulgaria as 2D/3D Artist; designed merchandise and company mascots; created promotional videos; modelled and textured company mascots and logos

EDUCATION AND TRAINING

University degree	Bachelor of Computer Systems and Technologies (B.Sc.), Technical University-Sofia
Professional degree	Computer Systems Engineer

2003-2007

Graduated from *Technical University-Sofia*, with a bachelor's degree in Computer Systems and Technologies, specialized in software systems and software development, www.tu-sofia.bg
Bachelor's Thesis: Indirect Illumination for Real-Time Computer Graphics using Microsoft C# and Managed DirectX

1998-2003

Graduated from Spanish secondary school *Miguel de Cervantes*, Sofia, www.ibbcervantes-bg.com

2005-2007

Attended various drawing courses and art classes

PUBLICATIONS AND AWARDS

EichNewsOnline, Edición Buscando la Chica CG, Venezuela, Septiembre 2009, Countess, Pages 75-76, www.eichnews-online.com, click [here](#) to view(article in Spanish);

Imagine Publishing, UK, March 2009, 3dArtist Issue 01;Step-by-step tutorial "The Assassin", the magazine can be found [here](#);

Published article at www.cgarena.com, February 2009, Title "Making of Countess", Volume 4 Issue 1 Feb-Mar 09, click [here](#) to view;

Published article at www.3dm3.com, May 2008, Title "The making of Assassin" click [here](#) to view(link may be broken);

Personal project "Assassin" exhibited at Games Convention –Leipzig, Germany, August 2008

Exotique 4, Ballistic Publishing, 2008 Page 65, personal project "Assassin", published in November 2008

Exotique 3, Ballistic Publishing, 2007 Page 56, personal project "New Order", published in October 2007



2016 received 3DTotal excellence award for Station Support, click [here](#)

2008 featured portfolio at cgsociety.com

2008 www.3dm3.com - Artist Award

2008 www.cgarena.com – Excellence Award

1st place in the competition at 3dcafe.com, titled "Still Life", 2003

1st place in the competition at digitalrendering.com, titled "Shipwrecked", 2005

1st place in the children's exhibition "Planet Childhood", created the banner and the poster for the exhibition, 1998

