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Website:

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Education

Master's Degree in Graphic Design,
Faculty of Fine Arts, Niš, Serbia
Bachelor's Degree in Graphic Design,
Faculty of Fine Arts, Niš, Serbia

Skills

Core Tools:

- Photoshop
- Illustrator
- Unity
- Blender

Core Expertise:

- Level art (Environment)
- Art direction
- Visual consistency
- Asset optimization
- Pipeline design

Leadership:

- Team leadership
- Mentorship
- Cross-team collaboration

Awards + honors

- Work published in several Serbian and international magazines and newspapers
- Award for Serbian queer movie festival Poster design
- Several awards for Logo design for Serbian companies, organizations and festivals
- Member of the Association UTP

Lead Artist / Senior 2D Artist

My name is Saša, Senior 2D / Level Artist with 10 years in the gaming industry and 15+ years in design. Specialized in level art, art direction, and pipeline optimization. Experienced in leading cross-disciplinary teams, building scalable art pipelines, and delivering high-quality game environments with strong performance and player engagement.

Work experience

LEAD LEVEL ARTIST

Webelinx Games - Niš, Serbia | 2024 - 2026

- Lead the Level Art team, defining artistic vision for environment art, workflows, and production pipelines.
- Oversee cross-department collaboration between Content Design, Art, and Development.
- Mentor and manage artists through feedback, performance reviews, and clear goals, producing over 100 rooms for Escape Room game
- Drive optimization efforts to balance visual quality with game performance and reducing asset production time by 20%

SENIOR 2D ARTIST

Webelinx Games - Niš, Serbia | 2022-2024

- Directed creation of level art and assets for Escape Room game ensuring visual consistency.
- Partnered with developers to build automation tools and streamline workflows.
- Provided guidance and feedback to junior artists.

2D ARTIST

Webelinx Games - Niš, Serbia | 2020-2022

- Created game-ready assets for hidden object and puzzle games.
- Collaborated with designers and developers to support gameplay and narrative.
- Improved visual clarity and user experience through iteration and feedback.

GRAPHIC DESIGNER

Webelinx - Niš, Serbia | 2016-2020

- Designed marketing assets, in-game UI elements, and branding materials.
- Built foundational skills in game art production and cross-functional collaboration.

Notable projects

ROOMS AND EXITS (LEAD LEVEL ARTIST)

- Designed and implemented complete level art workflow and production pipeline.
- Oversaw the entire art process, from content design to developer integration.
- Collaborated with development teams to automate and optimize asset implementation.

MULTIPLE HIDDEN OBJECT GAMES (EARLY CAREER)

- Developed high-quality visual assets, focusing on detail, readability, and player engagement.