



AGNIESZKA MIKUCKA

2D / GAME ARTIST ✧ CONCEPT ARTIST
✧ CHARACTER DESIGNER ✧ ILLUSTRATOR ✧

BACKGROUND

I specialize in character design, concept art, illustrations, and in-game graphics/assets. I have a passion for both traditional and digital art mediums

I have been working in the game industry for the past 13 years

Open for remote work

CONTACT

✉ contact.agzdegrey@gmail.com

🏠 <https://agzdegrey.com/Port/>

📷 <https://www.instagram.com/agzdegrey/>

🏠 <https://www.agzdegrey.com/>

SKILLS

- Character design
- Concept Art
- Game Assets
- illustrations/Cutscenes
- Marketing/Merchandise
- Art Director

LANGUAGES

- Swedish
- English
- Polish

EDUCATION

Game Artist
The Game Assembly
2010-2013: Malmö, Sweden

A two-and-a-half-year higher vocational education, including an internship. The program focuses on learning industry tools and working in groups to create eight game projects over the course of two years. The final six months are dedicated to an internship at a game studio, which students apply for during the second year.

Comic and Storytelling
Serietecknarskolan i Hofors, Högskolan i Gävle
2004-2006

Art education focused on comics, including the history of comics and art, as well as storytelling in comics, books, and storyboards.

EXPERIENCE

Bitwave AB

January 2022 - June 2025

Senior 2D/Game Artist/Character Designer

I developed the vision and concepts for the titles we worked on, including world-building, concept art, and character design. I also created various art assets such as in-game graphics, illustration, key art, and marketing materials.

- **Gimmick! 2 - 2D/Game Artist/Character Designer**

I can provide a reference contact upon request

Thunderful Games/Image&Form

August 2012 - November 2021 (Intern 2012-2013)

2D/Game Artist/Concept Artist/Character Designer

I have been involved with the SteamWorld franchise since the launch of SteamWorld Dig. Over the years, I've contributed to concepting, creating in-game assets, character design, and much more on five SteamWorld Titles. I had the opportunity to act as Art Director for SteamWorld Quest.

- **SteamWorld Heist 2 (2019 - 2021) - Concept Art and Character Design**
- **SteamWorld Quest (2017 - 2019) - Art Director, Character Design, Game Art**
- **SteamWorld Dig 2 (2015 - 2017) - 2D/Game Artist and Character Designer**
- **SteamWorld Heist (2015) - 2D/Game Artist and Character Designer**
- **SteamWorld Dig (2013) - 2D/Game Artist and Character Designer**

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SOFTWARE KNOWLEDGE

- Photoshop
- Illustrator
- InDesign
- After Effects
- Clip Studio Paint
- Procreate
- Unreal Engine
- Blender
- Spine