

Patryk Olejniczak

Senior/Principal Concept Artist

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Languages: English, Polish (bilingual proficiency)

Nationality: Poland, USA (Permanent Resident)

Projects: Mass Effect 3 | Prey | Redfall | Unannounced Project at ZOS (canceled)

Studios: Arkane Studios | Electronic Arts/Bioware | ZeniMax Online Studios

10+ years of professional experience in gamedev, concept art, and visual development.

ZeniMax Online Studios | 1 year 1 month (project canceled)

Principal Concept Artist Jun 2024 - Jul 2025

- Used 3d software (Maya and Keyshot) to prototype quick proxies. Using those tools was very useful in showcasing props functionality, on and off stage, etc. It also helped me to visually explain features like modularity or swappable/interchangeable parts.
- Collaborated with gameplay designers, environment, and narrative teams to create unique interactive props/gadgets with clear readability, and style cohesion. Pipeline included quick sketches that served as conversation starters as well as fully rendered concepts with turnarounds, orthographic views, and material callouts.
- Worked closely with art directors and leads to help creating mood boards, and visual language guides for different environment spaces.

Arkane Studios | 9 years 3 months

Principal Concept Artist Sep 2019 - May 2024 | **Concept Artist** Mar 2015 - Aug 2019

- Worked with the creative directors and art leads on Prey and Mooncrash DLC pitch deck ideas/presentation which helped greenlighting the project.
- Pre-production stage: planned game visual direction of locations, characters, and art style.
- Production stage: worked daily with art directors in Austin and Lyon to make Talos come to life. Used both 3d (Maya, Zbrush) and 2d software (Photoshop) to concept weapons, gadgets, hero props.
- Helped to visualize gameplay spaces in cooperation with architects and level designers. It was done by making 3d grayscale blockouts followed by paintovers.
- Worked with the creative directors and art leads on Redfall greenlight pitch ideas/presentation.
- Collaborated closely with character art, animation, gameplay and narrative departments to define the look of the vampires based on directors vision. Concept techniques varied and involved doing quick sketches, using Zbrush characters as a base for paintovers, animation mannequins for movement stages.

Self -Employed | 1 year 6 months

Freelance Concept Artist/Visual Designer Sep 2013 - Feb 2015

- As a freelancer I collaborated with multiple studios/teams and worked on a few well-known and acclaimed IPs such as Witcher and Call of Duty series. Worked mostly on props and weapons using Autodesk Maya and Adobe Photoshop as my main tools.

Electronic Arts/Bioware | 2 years

Concept Artist/Illustrator Aug 2011 - Aug 2013

- Worked with teams at BioWare Edmonton and EA on Mass Effect 3. Using mostly Photoshop, but also began testing out 3d software (Maya and Keyshot) for concept and illustration purposes.
- Helped EA's marketing department to make a few key arts for Battlefield 3 marketing campaign.

Self -Employed | 2 years 8 months

Freelance Concept Artist/Visual Designer Jan 2009 - Aug 2011

- Involved in production of a few small animated segments for TV ads, indie games, and marketing artworks using Illustrator and Photoshop.

Software Skills

- **Adobe Photoshop:** Used daily for 15+ years.
- **Autodesk Maya:** 7+ years. Inherent part of my pipeline for making quick proxies, visualization, blockouts, shape, and functionality explanation processes.
- **Keyshot:** 7+ years. Implementing that software for paintover purposes and portfolio renders..
- **Zbrush:** 5+ years. Used mostly for manipulating characters and organic forms for concept purposes.