

Oleksii Luchnikov

Painter
Art Director & Concept Artist
Software Developer

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[ArtStation](#) [LinkedIn](#) [Behance](#)
[Instagram](#) [YouTube](#) [X](#)



PROFILE

Painterly realism from observation, in oil and in digital paint.

Art director and concept artist for films, games, and advertising. Works with directors, production designers, and agencies.

Builds software tools for art production.

EXPERIENCE

Founder, Art Director & Concept Artist

Luchnikov Studio, Kyiv
Oct 2024 – Present

Art direction for films, games, and commercials.
Keyframe illustrations from scripts and storyboards.
Concept art for environments, characters, and props.
3D modelling and paintovers.

Concept Artist

Gameloft, Lviv
Dec 2025 – May 2026

Concept art for [Disney Dreamlight Valley](#).

Lead 2D Artist

Gameloft, Lviv
Mar 2024 – Dec 2025

Art lead for [SongPop Classic](#) and [SongPop](#), leading a team of three artists.

2D Artist

Gameloft, Lviv
Apr 2021 – Mar 2024

Marketing art for [LEGO Legacy: Heroes Unboxed](#), made in Blender and Photoshop.
[SongPop](#) art and animation, mostly in Illustrator.
Art for [World at Arms](#) and [Ballistic Baseball](#).

Fine Artist

Self-employed
2010 – Present

Oil paintings from life, drawings, and digital art practice.
Member of the Youth Association of the National Union of Artists of Ukraine.

CREDITS

Brands

[Starbucks](#), [SAP](#), [Audible](#), [Citi](#), [Alpine](#), [Rabanne](#), [Opel](#), [EDF](#), The Balvenie, [Tiger Beer](#), Genesis, Suno

Agencies

Anomaly LA, BBDO New York, Fold7, Havas Chicago, BETC Etoile Rouge, Maison BETC, Marcel Worldwide, BETC, LePub

Production companies

Magna Studios, B2Y Productions, Smuggler, Push Pull Production, KTGB, Wanda, MJZ, LA/PAC, Solab Films, Stink Films

EDUCATION

2014 – 2018

Bachelor's degree in Fine Arts, Easel Painting
Kharkiv State Academy of Design and Arts

2010 – 2014

Junior Specialist diploma in Fine Arts, Artist-Teacher
Kharkiv Art College

2003 – 2008

Art school certificate in Painting
Kharkiv Art School

SKILLS

Painting Oil painting, Digital painting, Drawing
Art direction Concept art, Keyframe illustration, 3D modelling, Image editing
Software Photoshop, Illustrator, Blender
Programming TypeScript, Svelte, Rust, Lua, Agentic coding, Context engineering