

VIACHESLAV NIKULAICHEV

2D / 3D LEAD ARTIST · CHARACTER & CREATURE ARTIST

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Application: 3D Character & Creature Artist · Senior Artist · Art Lead

Dear Hiring Team,

I'm Viacheslav Nikulaichev, known online as Hellbrush — a 2D/3D Lead Artist and Character & Creature Artist with more than nine years in game development. I'm looking for a permanent role on a team that cares about how its characters and creatures look, feel and ship — as a 3D Character & Creature Artist, Senior Artist or Art Lead.

Over the last four years I've led art on mobile titles at **Airicore** (Kingdoms of Chaos, Dead Raid, State.io) and **SilverFox Games** (Magic Battle Arena), and directed the look of The Cave at **Caverlabs**. Before that I spent years hands-on at **Azur Games** and Hezzl, shipping characters, props and environments under real mobile constraints. What I bring:

- **Direction with a hand on the brush.** I set visual direction and hold the quality bar, but I still sculpt, retopologize and texture — so my feedback is concrete and my estimates are real.
- **Pipelines that let teams move.** I build workflows, integration pipelines and tools, and use AI-assisted coding to prototype tools and gameplay ideas quickly.
- **People who grow.** I manage and support artists, review and integrate content in engine, supervise outsourcing, and work directly with founders and engineers.
- **Range.** From hyper-casual and stylized, hand-painted art to realism: my recent personal work includes a high-poly Celtic Warrior benchmarked against God of War, a real-time UE5 character (ION DRIFT), and creature work featured in an 80 Level breakdown and the Tributes: H. R. Giger art book.

I love this industry — it's the work I want to dedicate myself to. I'd be glad to show how I could help your team, and to walk you through my portfolio at hellbrush.vercel.app (with a playable boomer shooter about my career) and artstation.com/hellbrush.

Thank you for your time and consideration.

Best regards,

Viacheslav Nikulaichev

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