



Nicole Zaremba

Illustrator, Comic Artist, Background Artist

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Education

BA(Hons) Game Art and Design

Norwich University of the Arts

First Class Honours

Sept 2021 - July 2024

A Levels

Burnley College

A* English Literature

A* English Language

A* Art and Design

Sept 2019 - July 2021

Skills

- > Visual Development
- Background Paint
- Comic Art
- Visual Storytelling
- Creative Writing
- Environment Design
- Illustration
- Character Design
- 3D Blockout
- > Adobe Photoshop
- Blender
- Procreate
- Adobe InDesign
- Toonboom Harmony
- Microsoft Office
- Google Workspace
- Trello
- > Time management
- Adaptability
- Organisation
- Self-management
- Reception to feedback
- Communication
- Problem-solving
- Collaboration

languages

- > **English**
Fluent / Bilingual
- > **Polish**
Fluent / Bilingual

Experience

Background Designer July 2025 - Aug 2025

Studio Relic | Remote

- > Produced background layouts for the indie short film 'WULF'

Background Designer and Painter Feb 2025 - June 2025

A Safe Space | Leeds, UK

- > Produced multiple background layouts and paintings for a student-led animated short film as an external artist.
- > Reported to the Director and Producer on a regular basis, and responded to feedback efficiently.
- > Worked on solidifying art direction on the film, creating a style guide for ease of production.

Freelance Illustrator May 2025 - Present

Independent Commission Work | Remote

- > Created digital illustrations and character designs for a variety of clients.
- > Confident in transparent communication to facilitate collaboration.
- > Effectively marketed my services via social media.

Freelance Illustrator Apr 2020 - Present

Various Art Anthologies | Remote

- > Produced digital illustrations, 2-page spreads, spot illustrations, and merch designs for various published art book projects - for profit and charity. Well-versed in illustrating for online and print displays.
- > Receptive to critique from project organisers and successful at working in a collaborative environment.
- > Punctual with dedicated progress deadlines and able to work from a brief.

projects

Cartoonist Feb 2025 - Present

Comic - Children of Wolves | Blackburn, UK

- > Self initiated a long-form comic project, handling all scheduling, production, and creation.
- > Scripted, thumbnailed, drafted, and illustrated comic pages meeting tight project deadlines, using Trello and Google Sheets to manage workload.

Concept Artist Feb 2023 - May 2023

Game Prototype - They Came from Jars! | Norwich, UK

- > Worked as part of a team to develop a working game prototype within a 7 week period.
- > Took part in establishing the art direction of the game and produced the main character designs, various environment and prop designs.
- > Showcased work at weekly scheduled production meetings with peers and lecturers while maintaining consistency, quality, and pace.
- > Collaborated with 6 classmates via Discord and in-person meetings to meet project deadlines. Proficient in the use of tools such as Trello and Google Workspace for ease of collaboration.
- > Worked with 3D artists to revise concepts based on feedback.