



ABOUT / PROFILE

Jakub Mirocha

2D CONCEPT ARTIST & ILLUSTRATOR

Key art, visual development and cinematic storytelling for games.



PORTFOLIO
jakubmirocha.com

CONTACT

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PORTFOLIO
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INSTAGRAM / ART
@jakubmirocha

INSTAGRAM / PROJECT
@signed.by.k

LOCATION
Krakow, Poland
Remote / open to relocation

EDUCATION
Bachelor of Arts - Graphic Arts
Pedagogical University of Krakow
Studio-based program covering drawing, painting, printmaking and linocut, design fundamentals, illustration and digital painting.

- CAPABILITIES
- Concept Art
 - Key Art
 - Illustration
 - Visual Development
 - Character Design
 - Environment Design
 - Narrative Illustration
 - Production Art
 - UI Asset Design
 - Visual Storytelling

About

Concept artist and illustrator with 4+ years of game-development experience. I create concept art, key art and production illustrations with a focus on strong composition, atmosphere and clear visual storytelling.

I am most interested in projects with a distinct visual identity, ambitious worldbuilding and a strong sense of tone.

Projects

2021	Sibirpunk RPG Narrative illustrations for the tabletop RPG rulebook.
2021-2023	Slavicpunk: Oldtimer Concept art, key art, loading screens, asset concepts and production illustration.
2023-2025	Sancticide Concept art, key art, world map, title screen, character and environment design, UI assets.
PRESENT	Unannounced project Concept art and illustration for an unannounced game project.

AVAILABILITY
Full-time / Contract / Freelance

Krakow, Poland / Remote