

Nick Veretencev

2D Artist & Illustrator

Specializing in Comic Line Art, Character Design, and Visual Novel Assets

Contacts & Portfolios

- **Email:** oliviagodfreee@gmail.com
- **Phone:** +380689617148
- **Location:** Kharkiv, Ukraine
- **SFW Art Portfolio (Cara):** <https://cara.app/paranoidincubussss>
- **SFW Comic Portfolio (GlobalComix):** <https://globalcomix.com/a/incubus-cave>
- **NSFW Portfolios (18+):**
- Pixiv: <https://www.pixiv.net/en/users/128092970>
- NewGrounds: <https://paranoidincubus.newgrounds.com/art>
- **Industry & Project Hub:** <https://incubus-cave.godaddysites.com/the-mindful-canvas>
- **Art Station:** <https://www.artstation.com/paranoidincubus>

Professional Summary

Versatile 2D Artist and Illustrator specializing in clean line art, character concepts, and assets tailored for comics, anime, indie games, and visual novels. Proven track record managing complex localization projects, directing voice talent, and developing user interface assets from scratch. Adept at translating creative briefs into production-ready assets while maintaining strict stylistic continuity.

Core Skills

- **Artistic:** Draft Line Art, Character Concept Design, Sequential Art/Comics, Background Layouts, Digital Illustration
 - **Software:** Clip Studio Paint, Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Ren'Py (Basics)
 - **Production:** Project Coordination, Casting/Voice-Over Direction, UI/Texture Adaptation, Script Editing
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Creative Experience

Freelance 2D Artist & Comic Illustrator

Independent Practice | Jan 2025 – Present

- Produce sequential comic pages, detailed background layouts, character sheets, and custom tattoo designs for private clients and independent creators.
- Mastered advanced line art and ink techniques through continuous specialized drawing coursework to meet modern industry standards.
- Maintain an active online home base across Cara, Pixiv, and GlobalComix, managing client workflows from initial thumbnail sketches to finalized high-resolution line work.

Visual Novel Game Designer & Artist

Own Initiative — Independent Projects | Feb 2020 – Present

- Design and illustrate original character concept art and specialized narrative illustrations from scratch.
- Create comprehensive in-game textures, user interface (UI) elements, and visual novel layouts.
- Author project scripts, manage asset organization databases, and implement basic Ren'Py programming.

- Coordinate an external creative team of 16 contributors, including composers, voice actors, and programmers.
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Multimedia & Localization Experience

Project Coordinator & Lead Localizer

Creative Studio "Ray-Out" (Independent Initiative) | Feb 2015 – Feb 2022

- Directed full Russian localization and dubbing initiatives for major Japanese titles, including *Catherine* and *Trails of the Cold Steel*.
- Adapted, redrew, and integrated English/Japanese textures and graphic user interfaces into target language assets using Adobe Creative Suite.
- Recruited, cast, and coordinated multi-disciplinary teams of up to 45 voice actors, translators, and programmers.
- Managed technical file integration, sound mixing, volume normalization, and alpha/bug testing for game modifications approved by developers.

Voice-Over Actor & Audio Editor

Fire Dub / Green Paradise Studio / Radio Host | Feb 2016 – Feb 2022

- Performed professional voice-over, timed audio mixing, and dialogue editing for animated series and features.
 - Produced and hosted live interactive radio broadcasts and podcasts focused on video games, adult relationships, and psychology.
 - Designed promotional materials, banners, and video thumbnails to expand community outreach across YouTube and social platforms.
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Education & Training

- **Foreign Philology Studies** – Kharkiv Humanitarian and Pedagogical Institute (2006–2008)
 - **Character Design A–Z** – Certification under Marc Brunet (Graduated Dec 2025)
 - **Languages:** Russian (Native), Ukrainian (Native), English (Fluent), Japanese (Conversational / Continuous Self-Education)
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