Paul Mukhamedzianov

https://lightingartist.co.uk

Lighting Artist focused on gameplay lighting and environmental storytelling; cross-disciplinary experience in tech art and VFX. Delivered lighting across prototypes and full productions with a focus on action readability, performance and clear space definition.

Skills highlights

- Real time and precomputed lighting, colour grading and post processing
- Atmosphere, VFX, HDRi and emissive surfaces integration
- Blueprint-based lighting systems and tools
- Materials design and tweaking
- Cinematic lighting

Released titles

2025 PS5 XB PC | Unreal | Action-adventure "Mafia: the Old Country"

https://lightingartist.co.uk/lighting-mafia-the-old-country.html

- Gameplay lighting across seven chapters
- Lighting language and principles with the AD and Lead
- Lighting systems (time-of-day preset editor/manager, local lights)

2020 PS5 | Unreal | Platformer "Sackboy: a Big Adventure"

https://lightingartist.co.uk/lighting-sackboy-a-big-adventure.html

- Lighting, atmosphere and colour grading across half of the levels
- World Selection and Title Screens interactive lighting
- Additional materials and VFX work, skydomes

2018 PC | Unreal | Dieselpunk action RPG "Insomnia"

https://lightingartist.co.uk/lighting-insomnia-the-ark.html

- Complete ownership of lighting
- VFX, postprocessing and blueprint effects, motion graphics
- Materials, decals and final environment polish

2014 PC | Proprietary | Fantasy RPG "King's Bounty: The Dark Side"

https://www.youtube.com/watch?v=zdDrZYQrrgM

- VFX

2013 PC | Proprietary | Steampunk action MMO "Order of Magic"

https://lightingartist.co.uk/lighting-env-om.html

- Lighting, dynamic day and night cycle
- Content creation pipelines, supervision and art direction
- Environment art and VFX

PC | Proprietary | Sci-fi action/adventure/racing series "Artificial Intelligence Machine" (3 titles)

- Dynamic day/night cycles, weather and skyboxes
- Additional VFX and environment assets
- Level art and design

Companies and roles

Hangar 13

- Senior Lighting Artist

Sumo Digital

- Lighting Artist

Mono Studio

- Lighting Artist | Lead Level Artist

1C (Contract)

- VFX Artist

Skyriver

- Principal Artist | Lighting Artist
- Environment Artist
- Level Designer

Awards

BAFTA Best British Game 2021, BAFTA Best Family Game 2021 (Sackboy: a Big Adventure)
Excellence in Visual Art, Unreal Dev Grant (Insomnia: the Ark)
KRI The Most Original Project (Artificial Intelligence Machine)

Contact

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