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Personaje: La corrupción subyuga - Diablo IV - Blizzard Entertainment/Equipo 3

Evgeniia Jherebtsova

My career started more than 15 years ago, and during this time I've had the chance to work on many projects in both film and video games. Some of them include well-known games like Darksiders 3 and The Elder Scrolls: Legends, as well as film projects like To the Lake (Netflix). One of the projects that means the most to me is Birchpunk, which I especially love for its unique atmosphere.

Today, I work as a lead artist at Nuare Studio. Right now, my main focus is leading an outsourcing team and creating concept art for Diablo IV. One of my creature concepts for Diablo IV was nominated for the 2024 Concept Art Awards in the Video Game Creature category, which was a big honor and very inspiring for me.

Since childhood, growing up in a small Russian town, I dreamed of becoming an artist. My love for nature and animals slowly turned into a passion for creating fantasy worlds filled with imaginary creatures and characters. This passion is still with me today — in both personal and professional work. I now live in Portugal with my family and continue growing as a creature concept artist.









