

Thomas Wievegg

Concept Art | Illustration | Visual Development

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Work Experience

> **Freelance Illustrator & Concept Artist** August, 2012 – **Present** (Clients: Games Workshop Ltd, Lucas Film Ltd, Paizo Publishing Ltd, Fantasy Flight Games Ltd, Blomdahl & Wadler Entertainment)

Skills

Solid understanding of color, light, composition and anatomy, both human and animal. Proficient and experienced in designing characters, creatures, vehicles, environments and illustrations. Good sense of visual storytelling. Self-disciplined and thrives in a team environment. A great desire to continuously learn and develop.

Various projects that I have worked on

August, 2012 – Fantasy Flight Games (Illustrator - Call of Cthulhu: Key and the Gate expansion)

January, 2013 – Paizo Publishing (Illustrator - Castles of the Inner Sea)

April, 2013 – Fantasy Flight Games/ Lucas Film (Illustrator - Star Wars: The Card Game)

July, 2013 – BW Entertainment (Illustrator, Concept Artist - Undisclosed film project)

August, 2013 – Paizo Publishing (Illustrator - Strategy Guide)

February, 2014 – BW Entertainment (Illustrator, Concept Artist - Undisclosed film project2)

August, 2014 – Future Games (Concept artist, 3D-artist – Game Project "Sequence")

January, 2015 – Future Games (Concept artist, Marketing Artist – Game Project "Dot.EXE")

February, 2015 – Games Workshop Ltd, (Illustrator - Undisclosed project)

April, 2015 – Fantasy Flight Games/ Lucas Film (Concept Artist, Illustrator – Undisclosed Star Wars project)

May, 2015 – Future Games (Art director, Concept artist, Marketing Artist – Game Project "the Ugly Godling")

May, 2015 – Games Workshop Ltd, (Undisclosed project)

Software Experience

Photoshop, Illustrator, Maya, Zbrush, Marmoset, Keyshot and Unreal Engine.

Linguistics

Swedish, native

English, fluid

Education

> Umeå Art School, August 2013 – May 2014, Umeå Sweden (Figure drawing, Sculpting)

> Futuregames, August 2014 – **Present**, Stockholm Sweden (3D Graphics, Game development, Concept Art)