

Vasburg

Concept Artist

Cologne,
Germany

evasburg@gmail.com
<http://www.vasburg.com>

Summary

Concept artist with over 7 years of experience working in the design industry. Responsibilities ranging from concept art, illustration, ideation, graphic design, storyboards, art mentoring to orthographics.

Experience

Freelancer / Concept Artist

03 2014 - PRESENT

Amazon Game Studios, Crucible
Asprey, Visual Development
Guild Wars 2: Path of Fire, ArenaNet
Guild Wars 2, ArenaNet
Deutsches Museum Nuremberg, Zukunftsmuseum / VR Simulation
Traveller RPG - Behind the Claw, Mongoose Publishing
Traveller RPG - The Great Rift, Mongoose Publishing
Traveller RPG - Fall of Tinath, Mongoose Publishing
Traveller RPG - Pirates of Drinax, Mongoose Publishing
Nexus Escape Room - Interior Concept Art
Marketing Illustration, MMORPG.com
Wild Sky, Blackwatch Entertainment LLC.
Shadowrun: Data Trails, Catalyst Game Labs
Shadowrun: Lockdown, Catalyst Game Labs
Tears of Avia, CooCooSqueaky
Hover Cubes: Arena, Gametology
Shadow Heroes: Vengeance In Flames, Allied Games Inc.
Paul Blanco, Album Art
Stistrup, Album Art
The Telerian Chronicles, Teleria Studios
Map Design, awesomeThree

Gametology / Concept Artist

03 2013 - 03 2014

Freelancer / Graphic Designer

09 2010 - 06 2012

Education

Berufskolleg für Technik und Medien / Fachabitur

2009 - 2012, Mönchengladbach

Completed apprenticeship as a certified graphic-technical assistant including a vocational diploma and an internship of 8 weeks.