

**Maurice Diemeer - Concept Artist**

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**Skills:**

- A lot of experience in Photoshop.
- Can do multiple art-styles.
- Specialized in creating environment concept art.
- Also adept in creating character/creature concept art.
- Experienced in the concept art pipeline, from creating high quality concept pieces to creating sketches, thumbnails, paint-overs, storyboards, mood boards, VFX and art briefs.
- Basic 3D knowledge in Maya and Sketchup.
- Basic set dressing experience.

**Work experience:**

Freelance Concept Artist - DreamWorks Animation Television LLC, Glendale,

July 22 2019 – October 31 2019.

Worked together with the production team.

Unannounced preschool project: (in development)

Responsibilities:

- Creating rough sketches/thumbnails for environment concepts.

Concept Artist - Turtleneck Studios, Hilversum, August 2015 – September 2018

Worked together with the Art Director.

Rite of ILK, PC game, : 2015 - present (in development)

Responsibilities:

- Creating environments, props, characters and VFX concepts.
- Creating environment and prop paint-overs for the 3D team.
- Creating numerous storyboards for gameplay and animation.
- Creating mood boards for different client projects.
- Set-dressing multiple game environments.
- Creating concepts for marketing.

Concept Artist - Guerrilla Games, Amsterdam, July 2014 – August 2014  
Worked together with the Junior Art Director and Concept Artists.  
Horizon Zero Dawn, PS4 game, : 2012 - 2017

Responsibilities:

- Creating highly detailed concept art briefs for the 3D team.

Concept Art Intern - Guerrilla Games, Amsterdam, September 2013 – July 2014  
Worked together with the Junior Art Director and Concept Artists.  
Horizon Zero Dawn, PS4 game, : 2012 - 2017

Responsibilities:

- Creating highly detailed concept art briefs for the 3D team.
- Made a few environment concept sketches/pieces.
- Made sketches/designs for multiple props which were then made into art briefs.
- Made a few multiplayer skin concepts for the OWL in the game Killzone: Shadow Fall.

**Education:**

HBO - Bachelor of Art and Technology, Game Art, Hogeschool voor de Kunsten Utrecht, 2012 - 2015

MBO - Game Artist, Media College Amsterdam, 2007 – 2011.