

Wouter Bruneel

Visual Development Artist – Senior /Lead Artist - Art Manager

Address:
2330 Browning Street
Berkeley, CA 9472, USA

E-mail:
wouterbruneel@gmail.com

Phone:
(207) 890 2940

Portfolio:
wbruneel.com

[linkedin.com/in/wbruneel](https://www.linkedin.com/in/wbruneel)
[instagram.com/wbruneel](https://www.instagram.com/wbruneel)

Summary

- Experienced and versatile lead artist and art manager working predominantly in mobile gaming.
- Additional work experience with illustration and animation projects.
- Strong character designer and concept artist, focused on games and animation IP's.
- Art management, personnel management and art director experience across multiple projects.
- Collaborative and constructive communicator across disciplines.
- Strong art fundamentals; color theory, composition, anatomy, perspective, lighting, costume, architecture, texture, graphic design,...

Skills:

- Visual Development
- Character Design
- Concept Art
- Art Direction
- Art Management
- Personnel Management
- Digital Painting
- 2D Animation & Motion Design
- 3D Modeling

Software:

- Adobe Photoshop
- Adobe After Effects, Adobe Animate
- Spine
- Procreate
- Blender, Unity
- Zbrush
- JIRA, Trello, Miro

Experience:

// **Self Aware Games:** Art Manager / Lead Concept Artist

03/2016 - 07/2023

- Producing complex and highly polished visual assets, setting artistic standards for projects and continuously contributing to production targets
- Creating and implementing art direction guidelines and reference documents on game features.
- Supervising the concept phase and production of character art and environment art, managing art teams to deliver high quality assets within tight deadlines.
- Managing outsource companies, providing feedback on 2D and 3D assets.

- Personnel management of 3-6 artists, tracking their performance, mentoring and supporting their career goals
- Hiring new game artists, setting up job advertisements, running art tests, conducting interviews and finally offering contracts.

// Foxglove games: Senior Concept Artist (contract) 12/2017 - 04/2018
09/2019 - 12/2019

- Reworking *Muscle Hustle* art direction documents, app icon,...
- Lead Character Designer for *Pocket Cowboys: Wild West Standoff*

// Lumos Labs: Senior Game Artist 05/2013 - 02/2016

- Designing and producing art assets and animations for *Lumosity*.
- Helping artists produce quality animations and illustrations for our mini games, website and marketing materials through constructive feedback and mentoring.

// Booyah: Game Artist 09/2012 - 03/2013

- Producing game art assets for multiple mobile games: *No Zombies Allowed, My Town 2*

// Flint Games: Principal Artist 03/2016 - 08/2018

- Creating all the art, UI and animation needs for the indie game *Blitzkeep*.

// Freelance illustration and motion design 01/2006- 01/2023

- Motion Design for corporate and private clients
- Creating illustrations for picture books and magazines (Andrea Brown Literary Agency)
- Making 3D models and visualizations for architectural projects.

Education:

KASK, Ghent
Sint-Lukas, Brussels
KUL, Leuven

Master's degree, Audio Visual Arts- Animation
 Bachelor's degree, Visual Arts - Animation
 Master's degree, Civil Engineer - Architect