

Wouter Bruneel

Visual Development Artist - Principal/Lead Artist - Art Manager

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wbruneel.com

- Experienced and versatile principal artist and art manager working predominantly in mobile gaming.
- Additional work experience with illustration and animation projects.
- Strong character design and concept art skills, geared towards games and animation IP's.
- Art management, personnel management and art direction experience across multiple projects.
- Compassionate and constructive communicator across disciplines.

Experience:

Disney's Lorcana: Card Illustrator Artist (January 2023 – present)

- Illustrating cards for the Lorcana Collectible Card Game.

Moon Active: Game Artist (October 2023 – April 2025)

Products: Coinmaster, Travel Town, Match Dreams

- Producing complex and highly polished illustration assets for promotions.
- Producing concept art, final assets and environment designs for saga map meta-game and numerous other features.

Self Aware Games: Art Manager / Principal Artist (March 2016 - July 2023)

Products: Paradise Fortune Casino, Big Fish Casino, Jackpot Magic Slots, Gambit

- 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 concept phase and production of characters and environments, managing smaller 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: Principal Artist (contract: 2017 – 2018)

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

Lumos Labs: Senior Game Artist (May 2013 – February 2016)

- Designing and producing art assets and animations for *Lumosity*.
- Directing artists to produce quality animations and illustrations for our mini games, website and marketing materials.

Booyah: Game Artist (September 2012 – March 2013)

- Producing art assets for multiple mobile games: *No Zombies Allowed*, *MyTown 2*

Flint Games: Principal Artist (March 2016 – August 2018)

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

Freelance illustration and motion design (2006 – 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.

Skills:

Production: Adobe CC; Photoshop, After Effects, Animate
Procreate
Blender
Zbrush
JIRA, Trello, Miro

Languages: English (fluent)
Dutch (fluent)
French (professional proficiency)

Education:

KASK, Ghent: Masters, Audio Visual Arts- Animation

Sint-Lukas, Brussels: Bachelor, Visual Arts - Animation

KUL, Leuven: Master, Civil Engineer - Architect