

Jack Bronswijk

Concept Designer & Game Artist

CONTACT

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 www.jackbronswijkart.com

SOFTWARE



LANGUAGES



English
Native



Dutch
Working Proficiency

AVAILABILITY

Full time
Part time
Contract
Freelance

Open to Remote

About Me

I am a concept designer and video game artist currently based in Wellington, New Zealand who has a passion for creating engaging worlds and stories.

My years of study have taught me a wide array of disciplines; from hard skills to softer skills, such as how to work effectively as part of a larger team in a fast-moving industry pipeline.

I focus primarily on the 2D visual development of characters, environments, and stories but have experience with most aspects of video game art development. Working in a rapidly evolving, and diverse, industry has taught me to be flexible and adapt to the requirements of the project as needed.

Experience

3D Prop and Environment Artist **Nov 2019 - Dec 2020**
WandererVR, Auckland

After the completion of my bachelor's degree I immediately began at Wanderer. My responsibilities here included the modelling and texturing of true-to-life 3D assets for a virtual reality project set across human history. I continued at Wanderer while completing my Postgraduate Diploma of Design,

Education

Masters of Design **2021 - 2022**
Massey University, Wellington

I capped off my formal education with a Masters of Design at Massey University, majoring in entertainment concept design. This course was developed by, and run in partnership with, Weta Workshop, seeing me spend much time at the world-renown studio in mentor sessions and a short internship.

Postgraduate Diploma in Design **2020**
Media Design School, Auckland

After completing my Bachelor's Degree I returned to Media Design School to attain a Postgraduate Diploma in Design, majoring in entertainment illustration and concept design.

Bachelor of Creative Technologies **2017 - 2019**
Media Design School, Auckland

At Media Design School I studied generalist video game art, gaining a broad range of skills. These three years were made up of many team based projects working closely with programmers and other artists.