



Resumé

Personal information:

name:	ing. Joeri Lefèvre MA
born:	1986
residence:	Amsterdam, the Netherlands

Experience:

sept 2008- (present):	Freelance Concept-artist / illustrator clients: Forcefield VR, Fisher-Price / Mattel, Colorbleed, Plus One, Karakter
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2013-2016 aug 2009-2011	Lecturer at Hogeschool voor de Kunsten Utrecht (0,15 FTE): I taught the first and second year of Game Art, Game Design and Interaction Design the basic techniques of drawing.
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march 2007 – july 2007	Internship at W! Games: Concept-artist on Mistbound.
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Education:

2011-2012	Angel Academy of Art Firenze, Italy
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2009-2010	Klassieke Academie voor schilderkunst
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2004-2008	Master of Art in european media Hogeschool voor de Kunsten Utrecht
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2004-2008	Bachelor, Game Design & Development, with honors Hogeschool voor de Kunsten Utrecht
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2006-2007	Klassieke Academie voor schilderkunst
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Publications:

2016	Robot Envy: Zenith, the world's best robot art, volume one / Magnetic Press / ISBN: 978-1-942367-19-2
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Exhibitions:

march 2009	Kasteel Wurfeldl, Maaseik , Belgium Solo exhibition
jan 2009	exhibition hall, Kutlovitsa , Montana, Bulgaria Computer graphics or art? Solo exhibition
sept 2008 – oct 2008	Utrecht University Library 10 works of my graduation project

Software:

Photoshop CC 2018	unity 2017
Illustrator CC 2018	Sketch-up 2017
Flash cs6	zBrush 4R7
Painter x	Maya LT

Interest:

(oil) Painting	Cinema
Figure drawing	video-Games
Art (history)	
Animation	

Joeri Lefèvre
concept-artist / illustrator

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