

□ Personal Information

Name:	Bram Olivier Zonneveld ("Bo" Zonneveld)
Street:	Wichertstraße 50a
ZIP:	10439
City:	Berlin
City of Birth:	The Hague
Date of Birth:	28-03-1993
Nationality:	Dutch
Drivers License:	Yes

□ Work experience

November 2015 - Present:	Freelance Concept Artist - MPC (Moving Picture Company) <i>Designed environments, photorealistic concept art for motion pictures.</i>
July 2014 - Present:	Freelance Concept Artist / Illustrator - One Pixel Brush. <i>Designed environments, photorealistic concept art for games and cinematics.</i>
Jan 2015:	Utrecht School of Art and Technology. <i>Seminar Teacher, Environment Concept Art Class.</i>
Jan 2015 - May 2015	Freelance Concept Artist - Crush visual <i>Promotional image designer.</i>
March 2014 - August 2014:	Junior Concept Artist - Atomhawk <i>Designed environments, illustrations for unannounced projects.</i>
2013 - 2014:	Concept Artist / Visual Designer - Vogelsap <i>Awarded: Dutch Game Award - Best Student Game 2013</i>
2012 - Present:	Freelance illustrator <i>Clients include: Real Life Gaming, MediaMonks, Mr. Beam, Patronoid games, Nanofight games.</i>

□ Recognitions

February 2014	Nomination for Most Promising Game <i>Indie Prize Showcase - Casual Connect Europe.</i>
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September 2013:

Dutch Game Award - Best Student Game 2013.
Control Magazine and Dutch Games Association.

January 2013:

Gnomon 2D Contest 2nd place.

December 2012:

Gnomon 2D Contest 2nd place.

September 2012:

Gnomon 2D Contest 3rd place.

▣ Classes / Courses

2013-2014:

CGMA - Matte Painting (Instructor: Anthony Eftekhari).

2012-2013:

CGMA - Environment design 1 (Instructor: James Paick).

▣ Language:

Dutch: Native or bilingual proficiency

English: Excellent

▣ Education

1997-2005:

Zonnebloem, Elementary school.

2005-2010:

Segbroek College, Higher General Secondary Education. Classes: Visual Arts, Dutch, English, Economics, Management and Organisations, History, Mathematics.

2010-2011:

Media College Amsterdam, College, Game Art.

2011-2015:

Utrecht School of Art and Technology, Bachelor of Arts (B.A.), Games Art.

▣ Computer skills

Excellent Knowledge:

Windows, Adobe Photoshop, Wacom, Google.

Good Knowledge:

Modo, 3D Coat, Cinema4D, Octane Renderplugin, Adobe InDesign, Google Sketchup, Autodesk 3ds Max.

Basic Knowledge:

Autodesk Maya, Adobe Dreamweaver, Adobe Illustrator.

▣ Skills & Interests

My second hobby to art is table tennis. I'm always interested to play a game of it!

My learning curve is very demanding which makes me very eager. I'm set creatively and directly. I'm always in for a drink or having fun with a group. My camera goes along with me where ever I go to shoot my own reference.