



www.studiomunki.co.uk

joel@studiomunki.co.uk

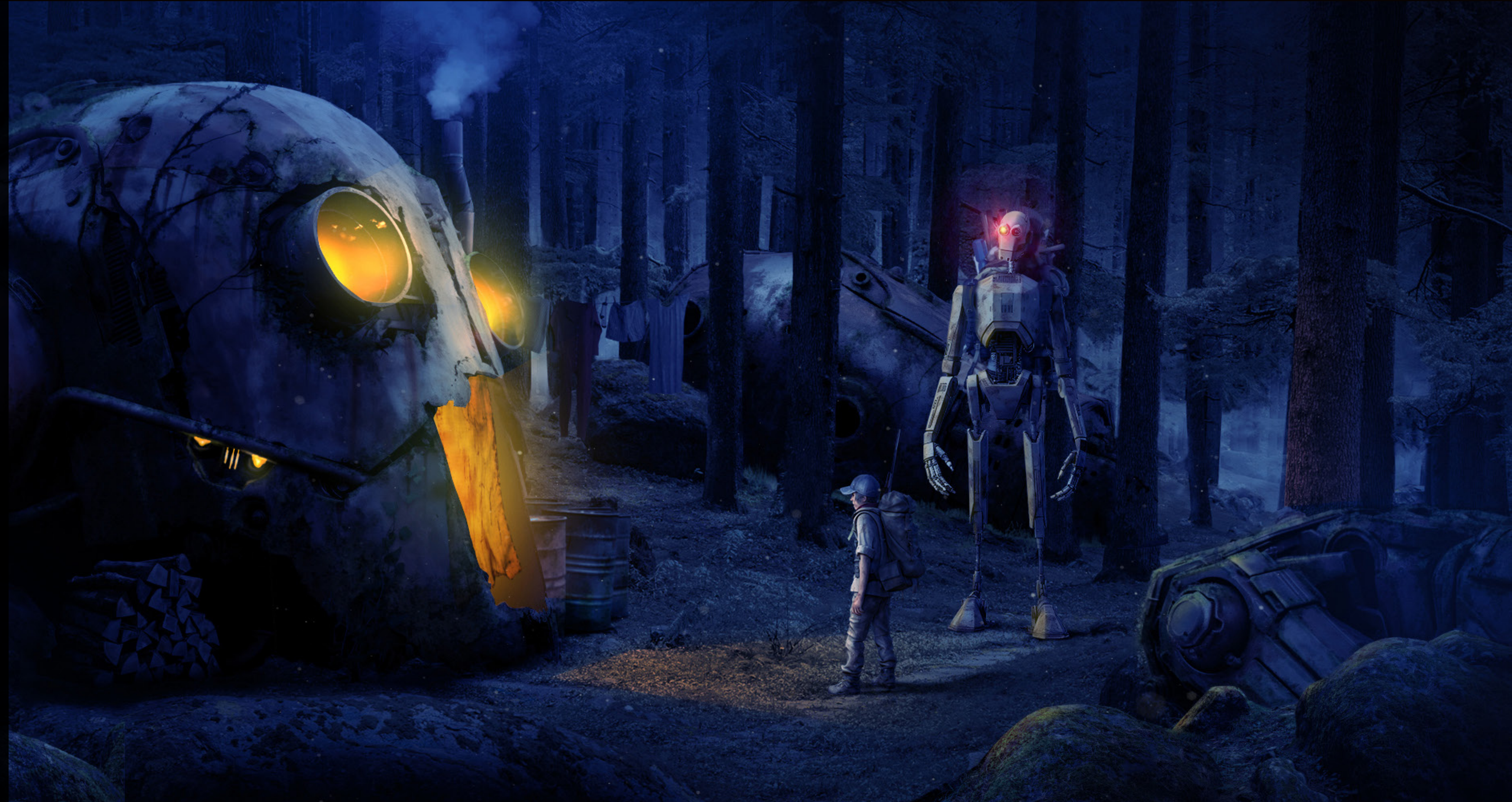
A BIT ABOUT ME...

With over two decades of experience in the creative industry, I bring a wealth of passion, innovation, and versatility to the world of concept art. My journey has led me through various creative mediums and styles, fueling my desire to craft exceptional and groundbreaking artwork and concepts.

As a seasoned professional, I thrive on the art of conceptualization, design, and development. My strength lies in not only generating original ideas but also in refining and expanding upon them, whether working independently or as an integral part of a collaborative team.

I have honed my skills not only as an artist but also as a leader. I have successfully managed studios and creative teams, fostering an environment of growth and innovation. My adaptability shines in fast-paced, deadline-driven settings, where I ensure projects are completed within budget and on time.

Above all, I bring a sense of humor and a deep commitment that drives my work. I believe in the power of imagination coupled with technology to push the boundaries of what's possible in concept art.



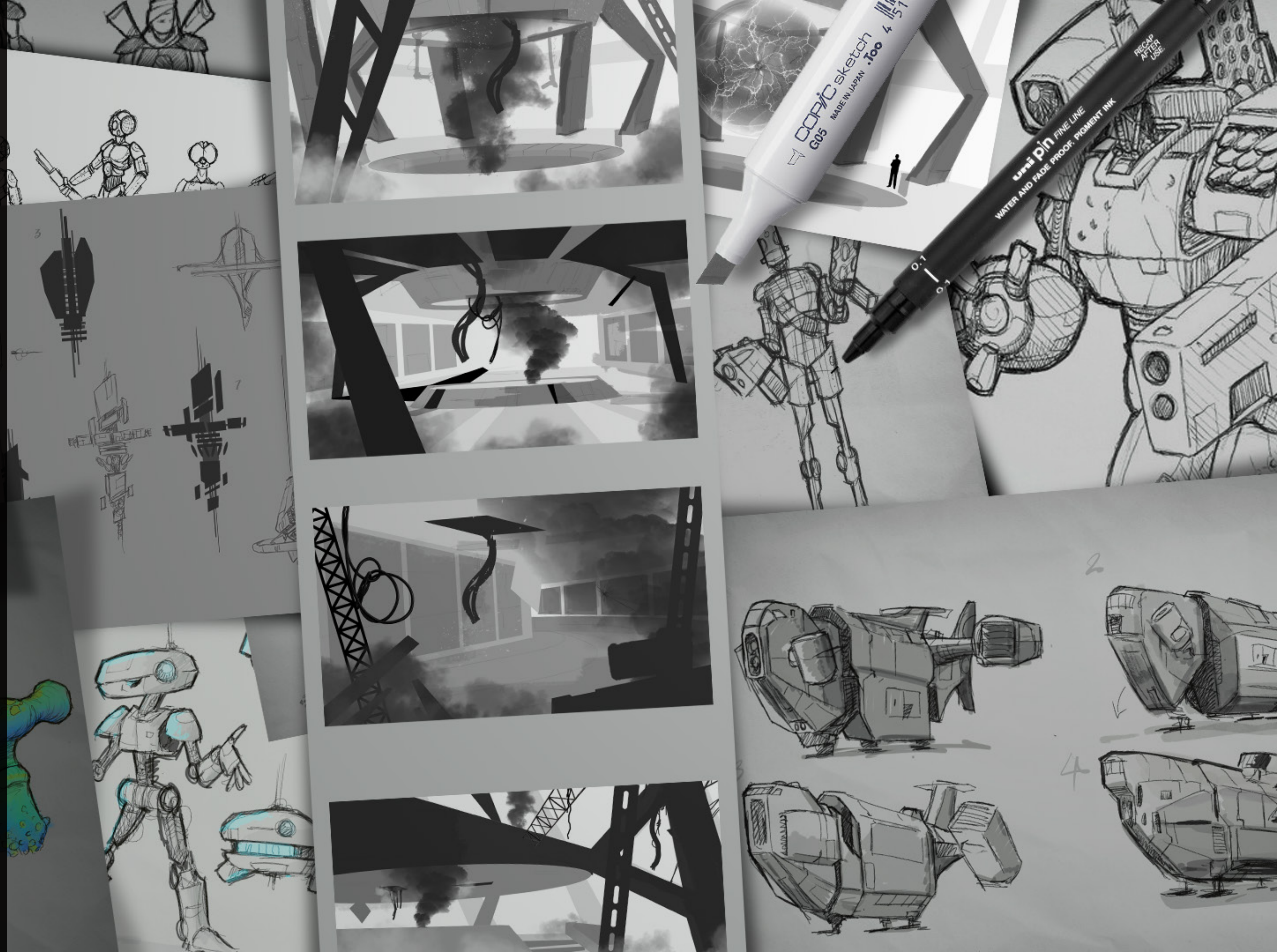
CORE SKILLSET

- Turning ideas and concepts into high quality final visuals
- Able to produce quick concepts for approval and efficiently communicate ideas and mood visually.
- Strong understanding of fundamental art principles, anatomy, perspective, composition, colour, textures.
- Working knowledge of Unreal Engine
- Create production drawings for characters, creatures, environments, and weapons.
- Expert knowledge of 2D illustration software, Photoshop and digital painting.
- Expertise in 3D modelling, sculpting, texture, and environment creation.
- Able to take an existing style and take that into further iterations
- Familiar with outsourcing multiple aspects of production
- Ability to review and effectively assess drafts submitted via outsourcing
- Able to share design experience and mentor team members
- Creative thinking, able to collaborate at ideation, share and develop communal ideas
- Self-motivated, independent, and have proven ability to self-manage and meet deadlines



ADDITIONAL EXPERIENCE

- Highly skilled in Adobe creative cloud, Photoshop, Illustrator and After Effects
- Able to use traditional media, sketching and drawing in combination with digital techniques to ideate and concept
- Experienced in 3D software, rendering, lighting and PBR texture generation
- Leading the creative team in production of interactive videos and animation
- Responsible for creative pitches, concepts and storyboards direct to client and shareholders
- Reporting direct to CEO with 5 direct reports
- Brought on board to head up the latest acquisition of Google as Creative Team Lead
- Initialising and leading a creative on all marketing collateral, print, digital and video
- Functioning as part of the Executive Management
- Budgeting and presenting internally, negotiating and collaborating externally.



PROFESSIONAL EXPERIENCE

FREELANCE CREATIVE

July 2022 to Present

Concept Artist - Lucky Ghost

Concept Artist - Data 7 Studios

Concept Artist - Pixelynx

Paintover Artist - Fluid

Video and 3D Artist - Quantum Marketing

Video and VFX - Orchid

CREATIVE DIRECTOR

March 2020 to July 2022

Cloud Moves TV, Reading

CREATIVE DIRECTOR

August 2019 to March 2020

Quantum Marketing, Reading

CREATIVE DIRECTOR

November 2016 to August 2019

Learning Enterprises Organisation, Preston Crowmarsh

CREATIVE DIRECTOR

June 2015 to November 2016

Oculus, Integrated Marketing Communications, Reading

SENIOR CREATIVE

April 2013 to June 2015

Brew Agency, Marlow

SENIOR CREATIVE

April 2011 to April 2013

The Marketing Practice, East Hendred

SENIOR DESIGNER

July 2010 to March 2011

Qwerty Ltd, Theale

HEAD OF DESIGN

August 2008 to November 2009 Cdiscount,

Welwyn Garden City



EDUCATION & QUALIFICATIONS

Cannons High School, Edgware, Middlesex:
Greenhill College, Harrow, Middlesex:

A-Level: Art, Drama & English Literature
GCSE: 5 passes incl. Maths & English

HOBBIES & INTERESTS

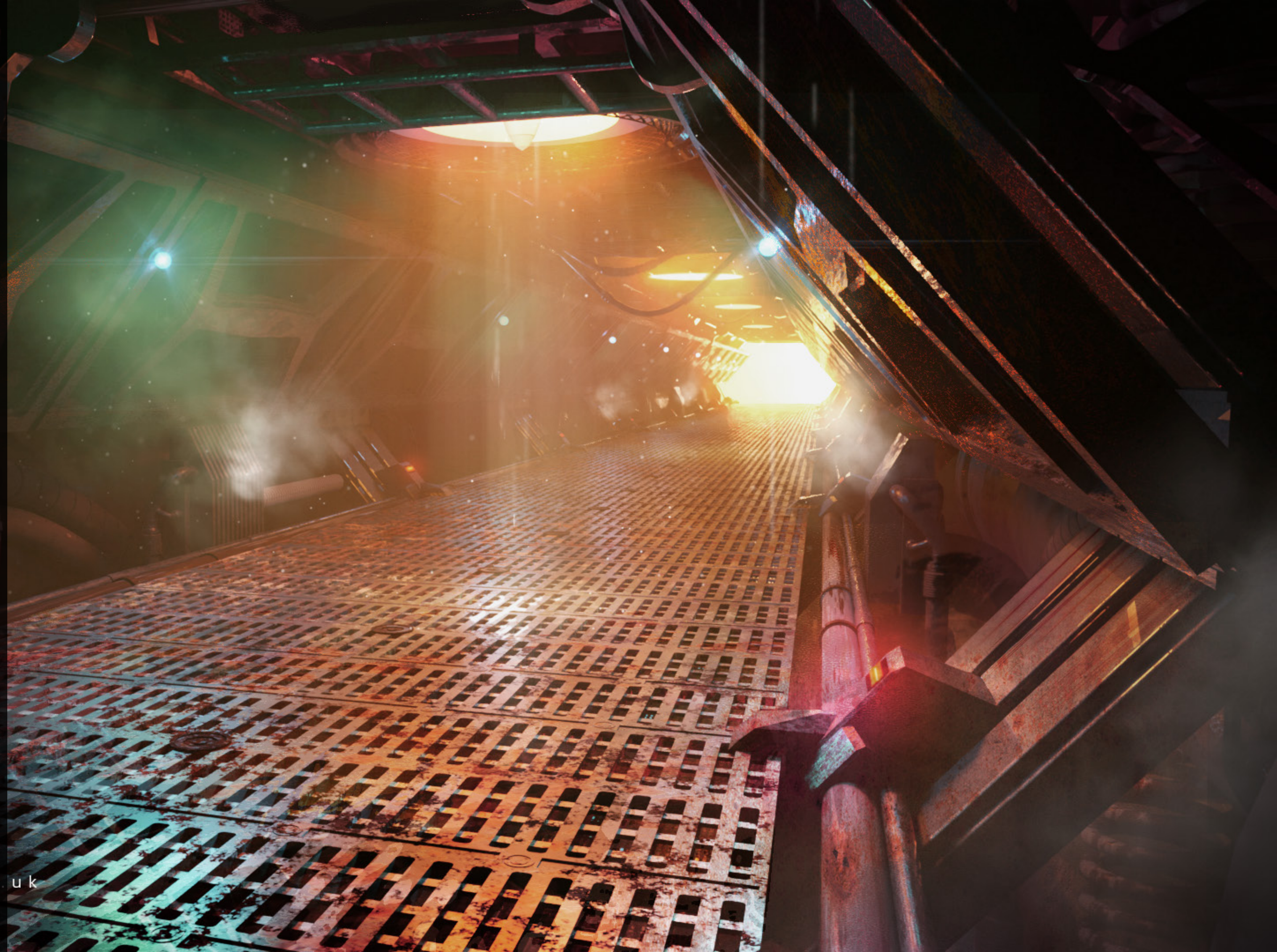
When I do have some time for myself I enjoy reading, selfishly almost totally science fiction. I also am very active in voice acting, collaborating on podcasts and producing my own audiobooks. I'm known to collect comics when I can and have been interested in them since my youth, which lead me to design and produce my own small press publication many years ago. I model make, kit-bash, digital print, and sculpt creatures, and of course writing and producing a Dungeons & Dragons campaign that is currently in its fifth year!

Also, scuba diving, Karate, helicopter piloting, gliding, flower arranging and macramé, all whilst maintaining a good sense of humour.

REFERENCES

Various people can back up these claims, and nearly none of them are have been financially induced.

A range of recommendations can be supplied on request.

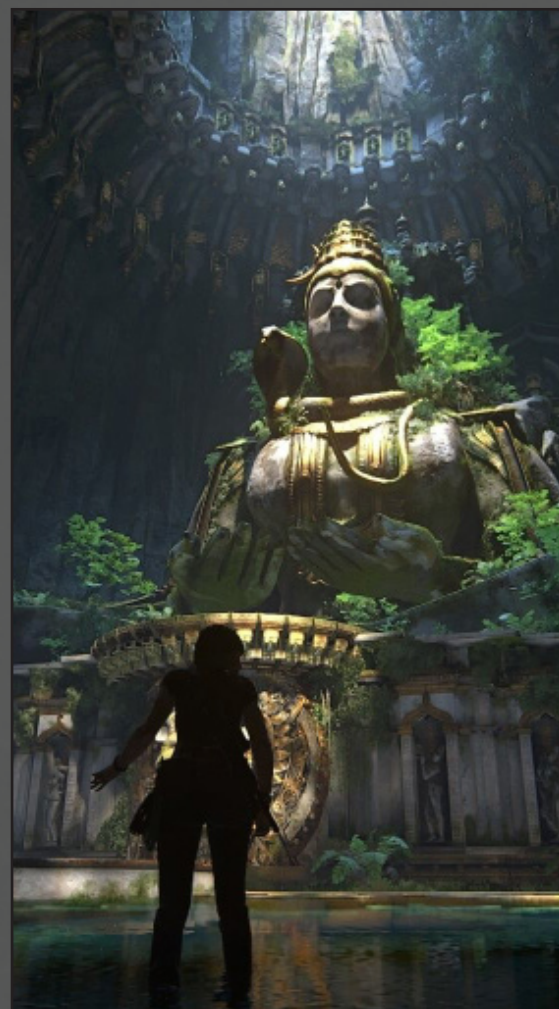






TITLE: Temple
RGB 1920x1080

IDEATION AND PRODUCTION PROCESS



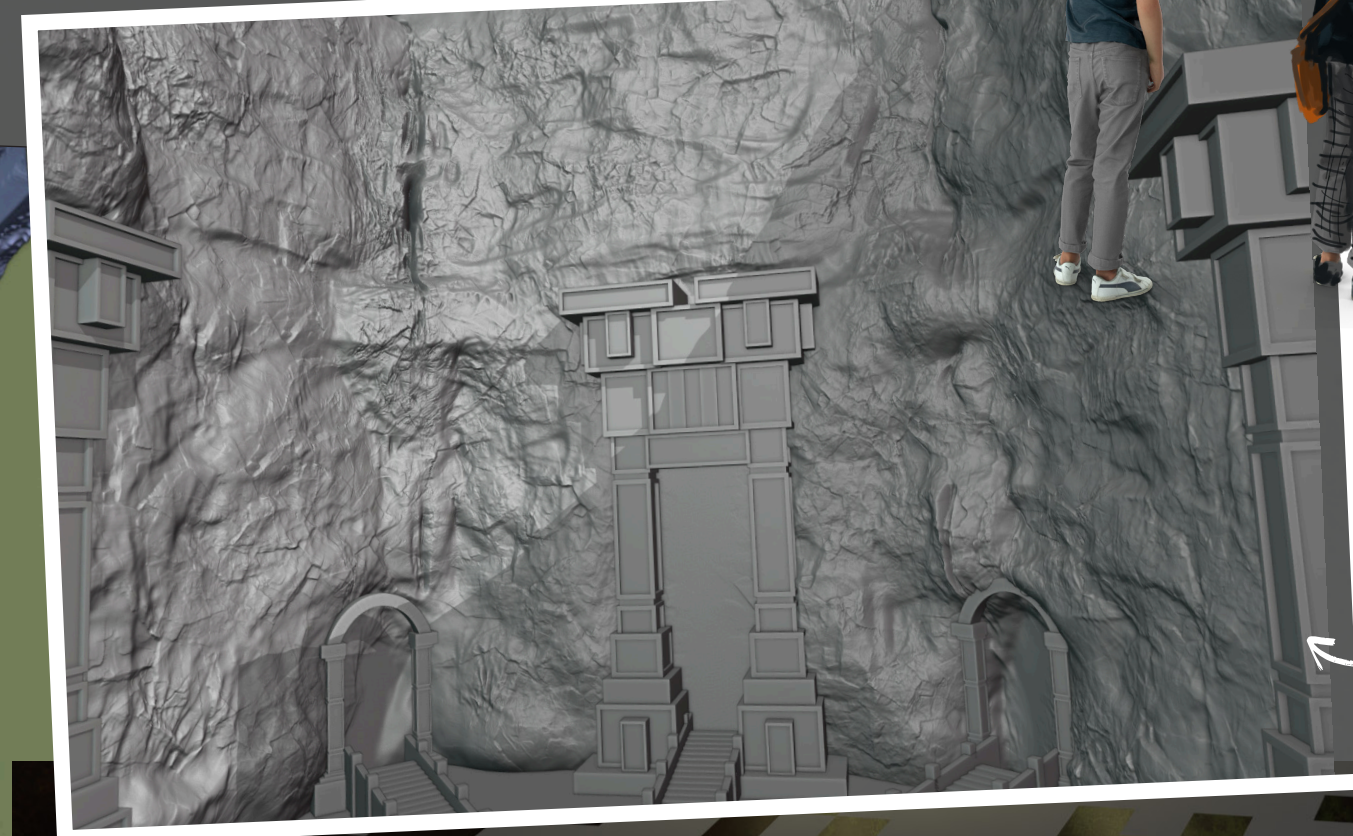
Aztec texture brushes



Initial Render



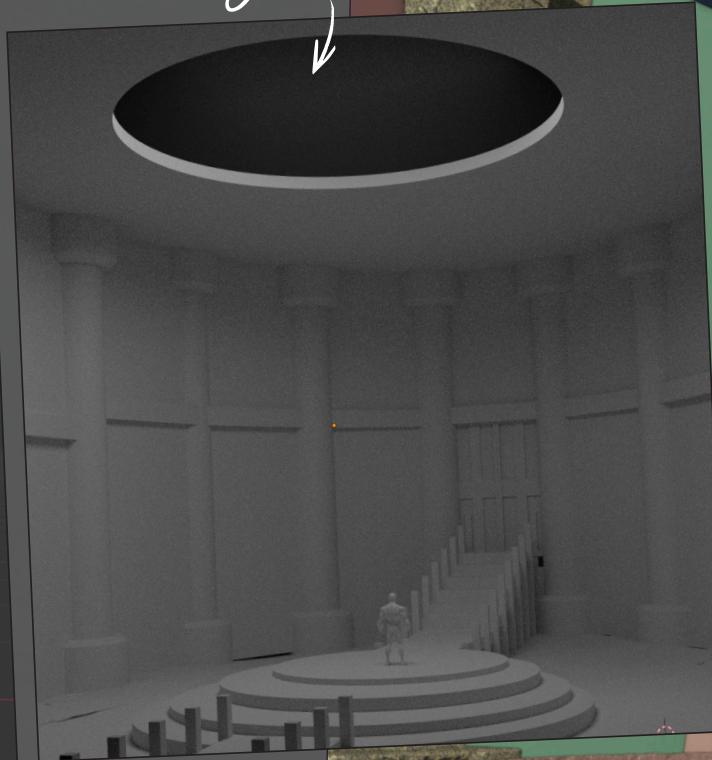
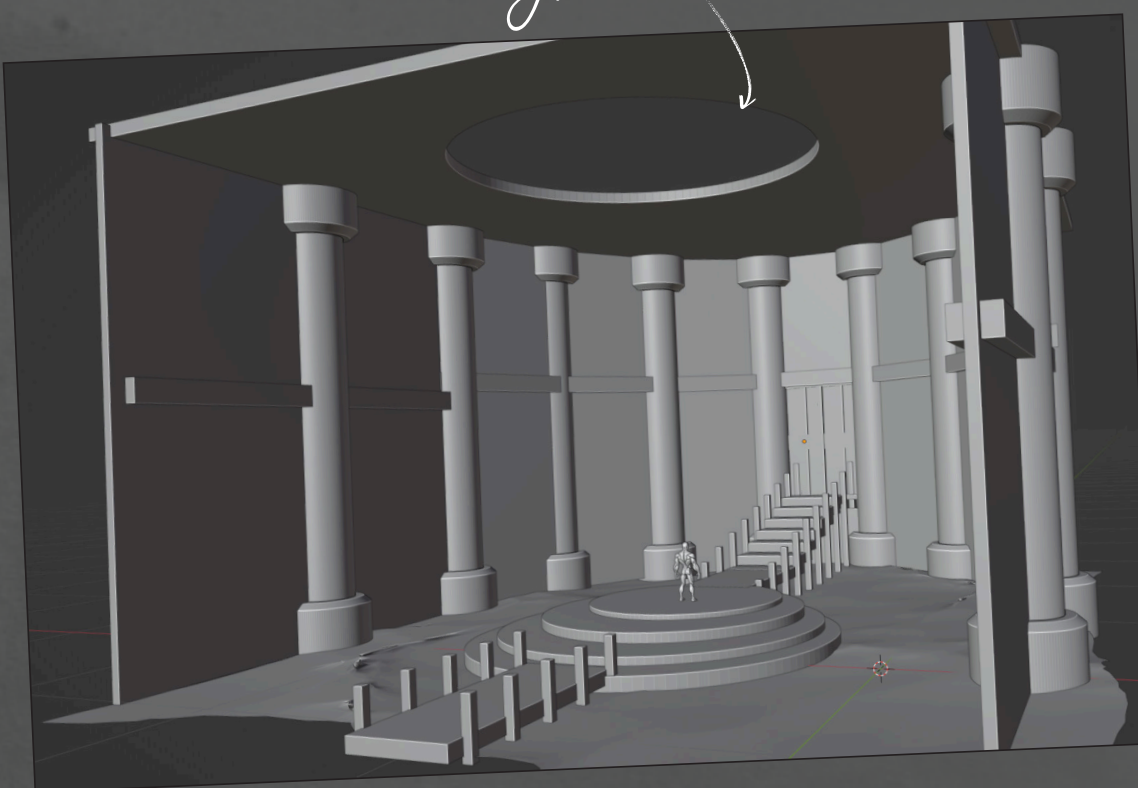
Short Round paintover



manually sculpt rock texture

God rays

main light source

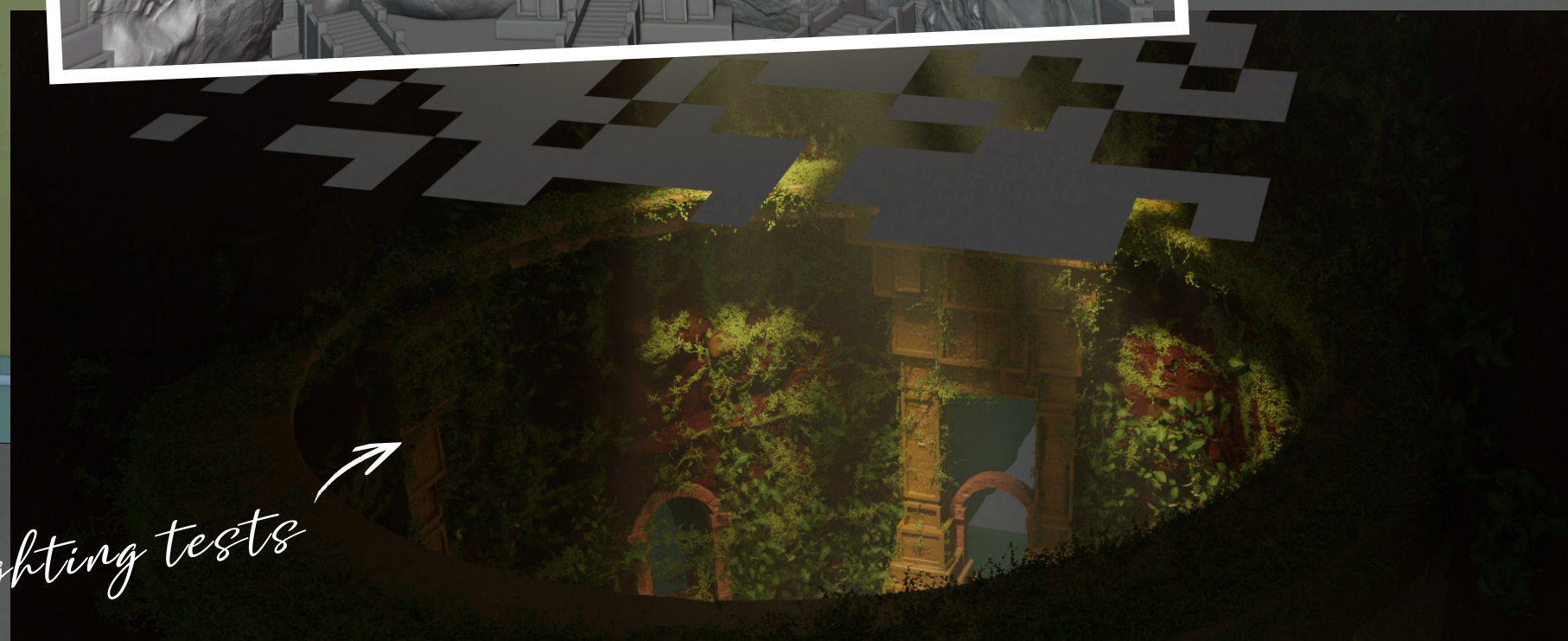


Initial block-out

Create pattern in illustrator



Lighting tests





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TITLE: Arrival
RGB 1920x1080

IDEATION AND PRODUCTION PROCESS

HANDGUNS



VIPER



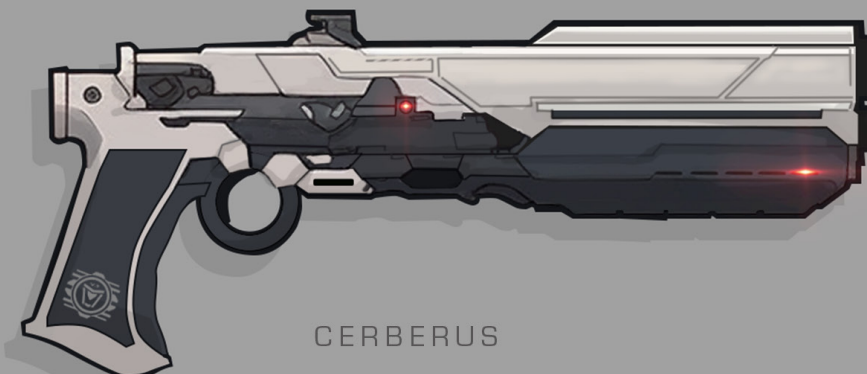
WOLVERINE

SUB-MACHINE GUNS

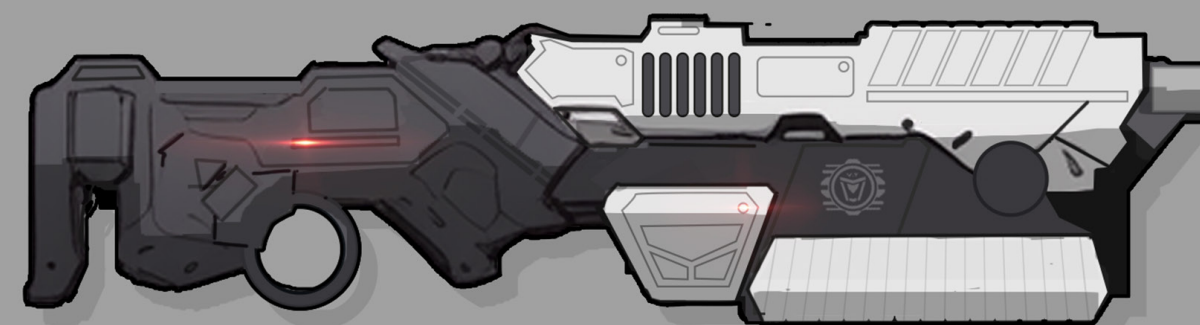


BANSHEE

SHOTGUNS

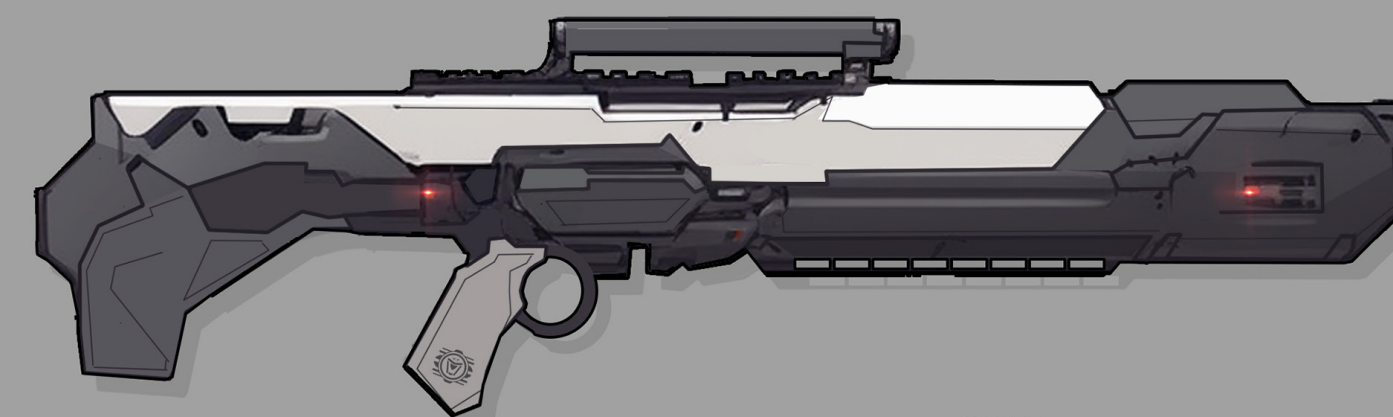


CERBERUS

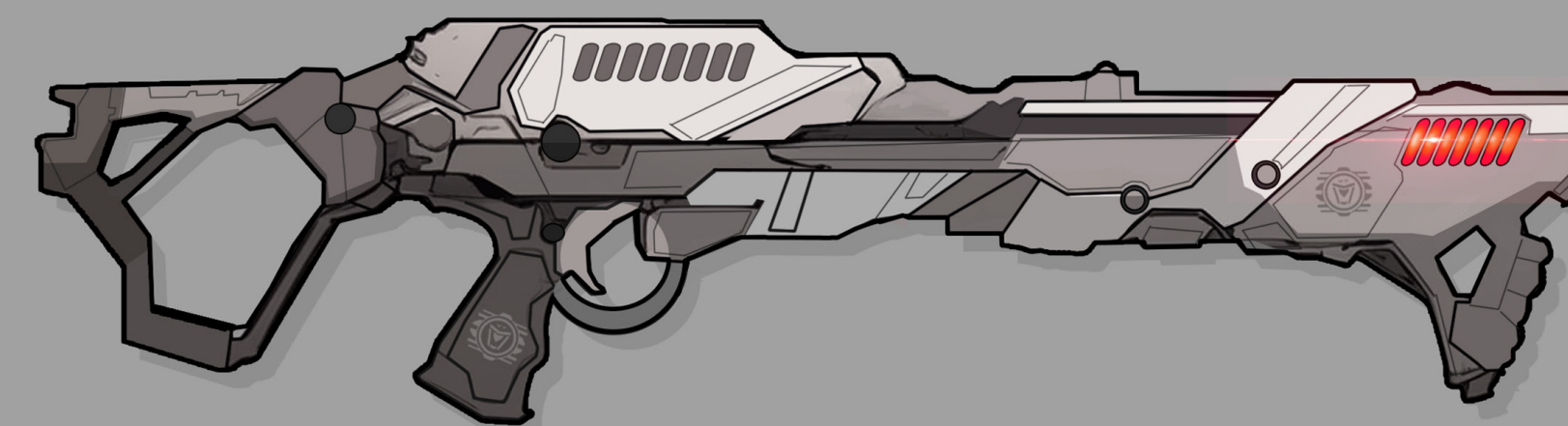


GOLIATH

HEAVY WEAPONS



ODIN



TITAN

Handguns



Mid-size (smg)



Shotguns



Big Ones!



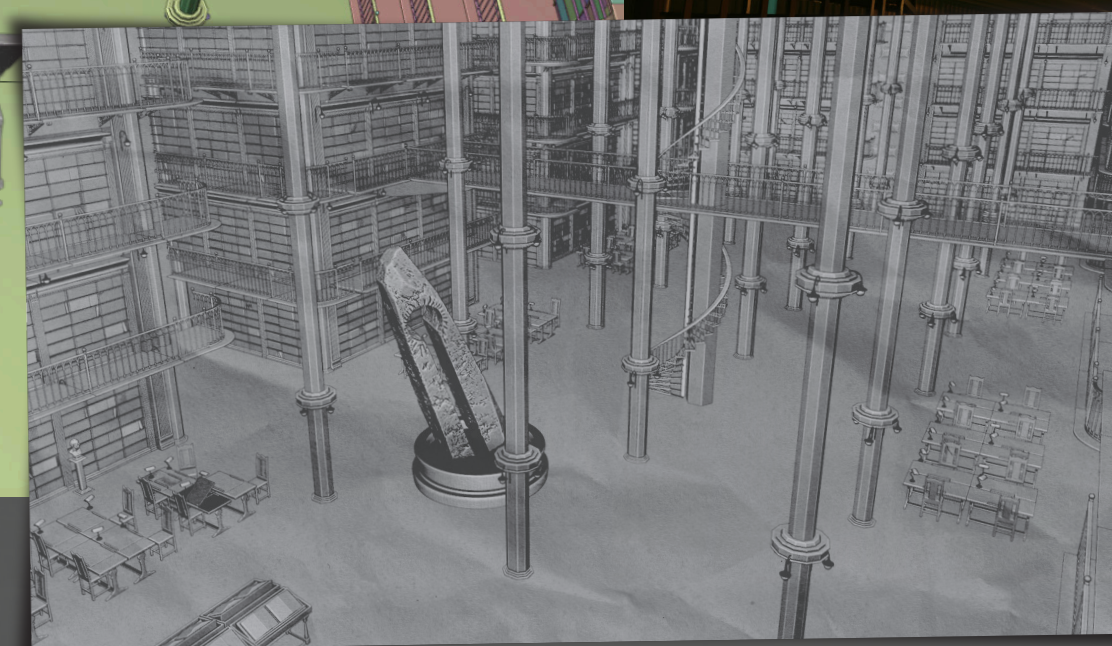
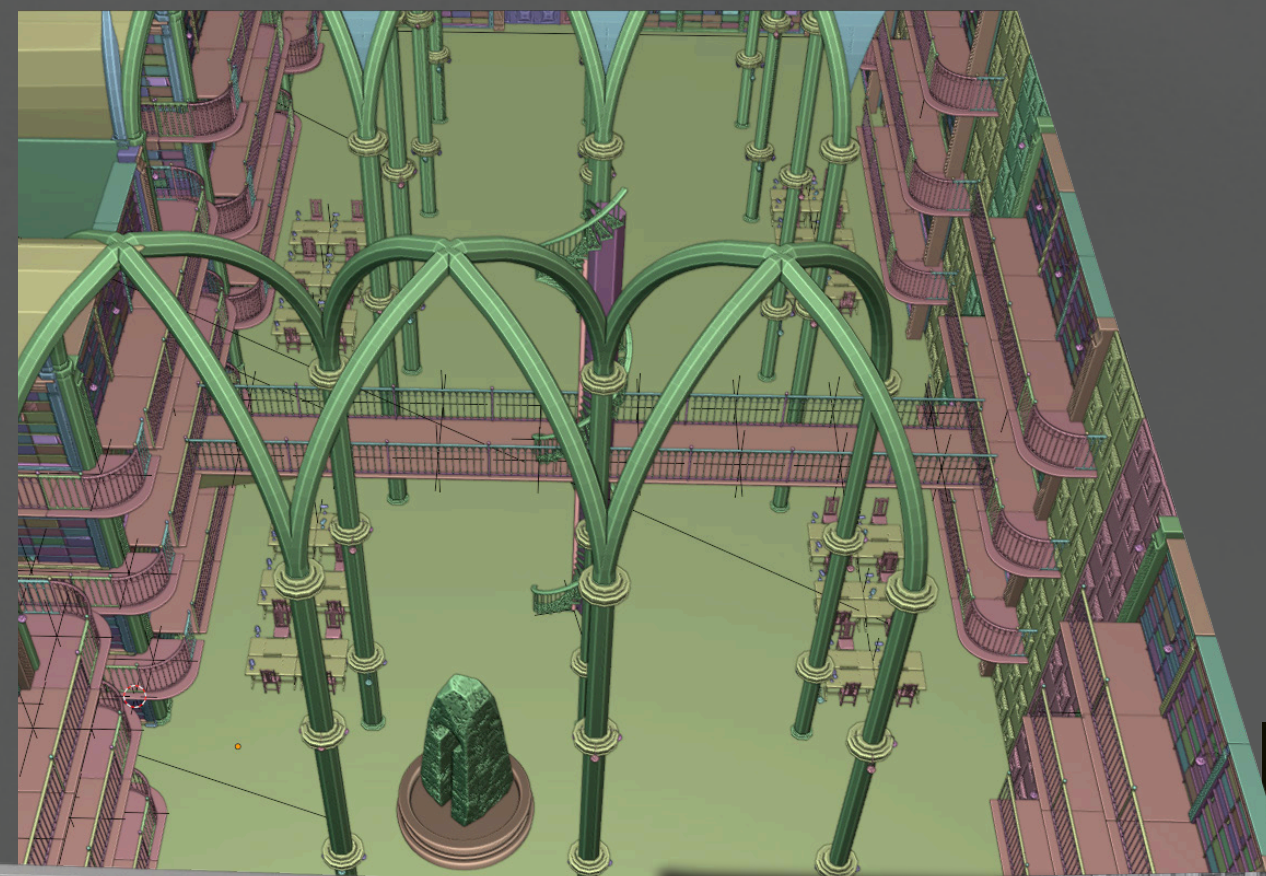
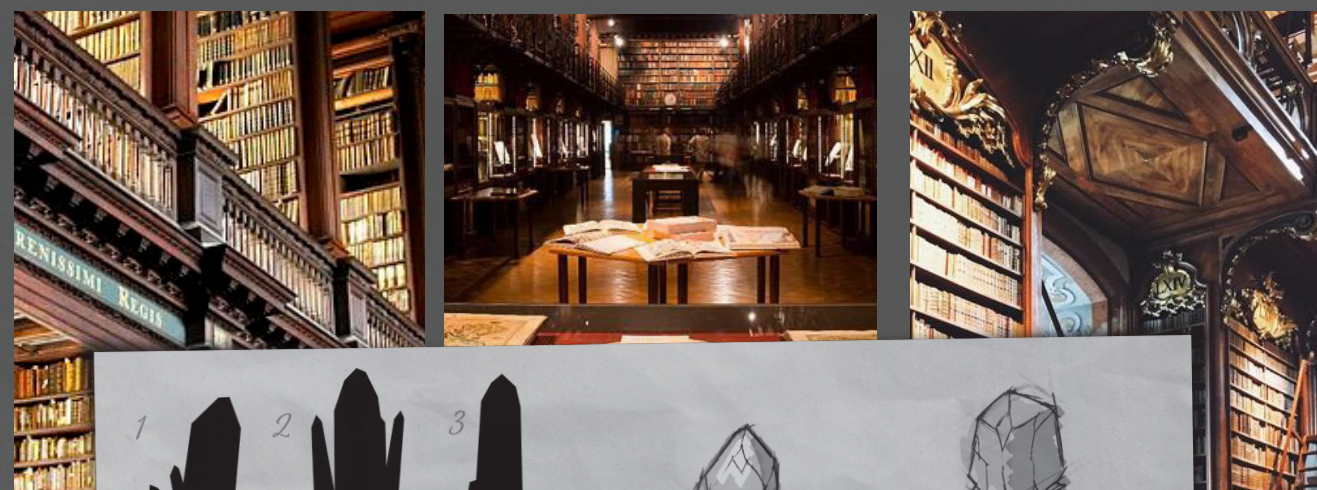


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TITLE: Miskatonic
RGB 3000x1000

IDEATION AND PRODUCTION PROCESS





CLIENT: FLUID

DIGITAL PAINTOVER





CLIENT: FLUID

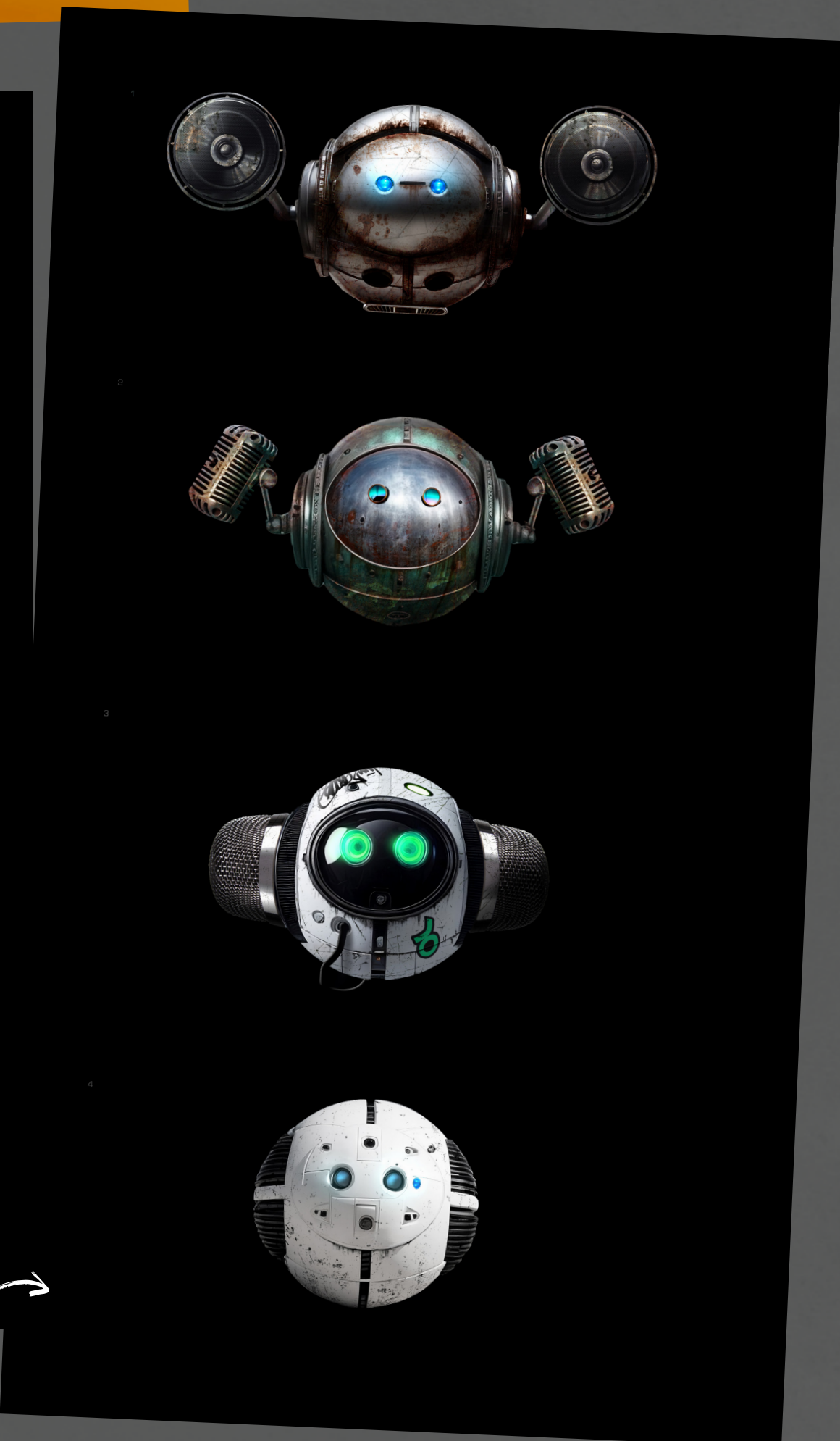
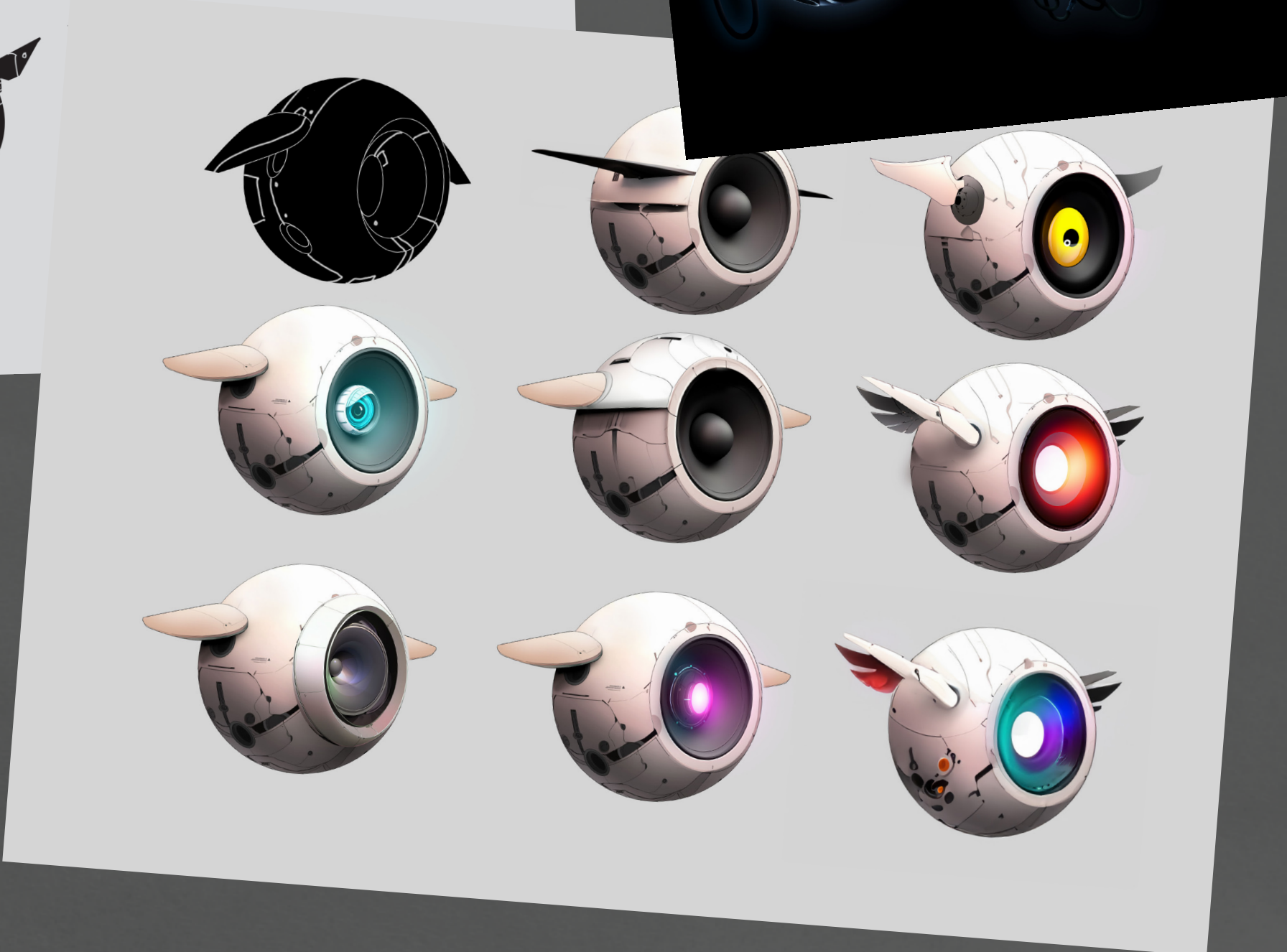
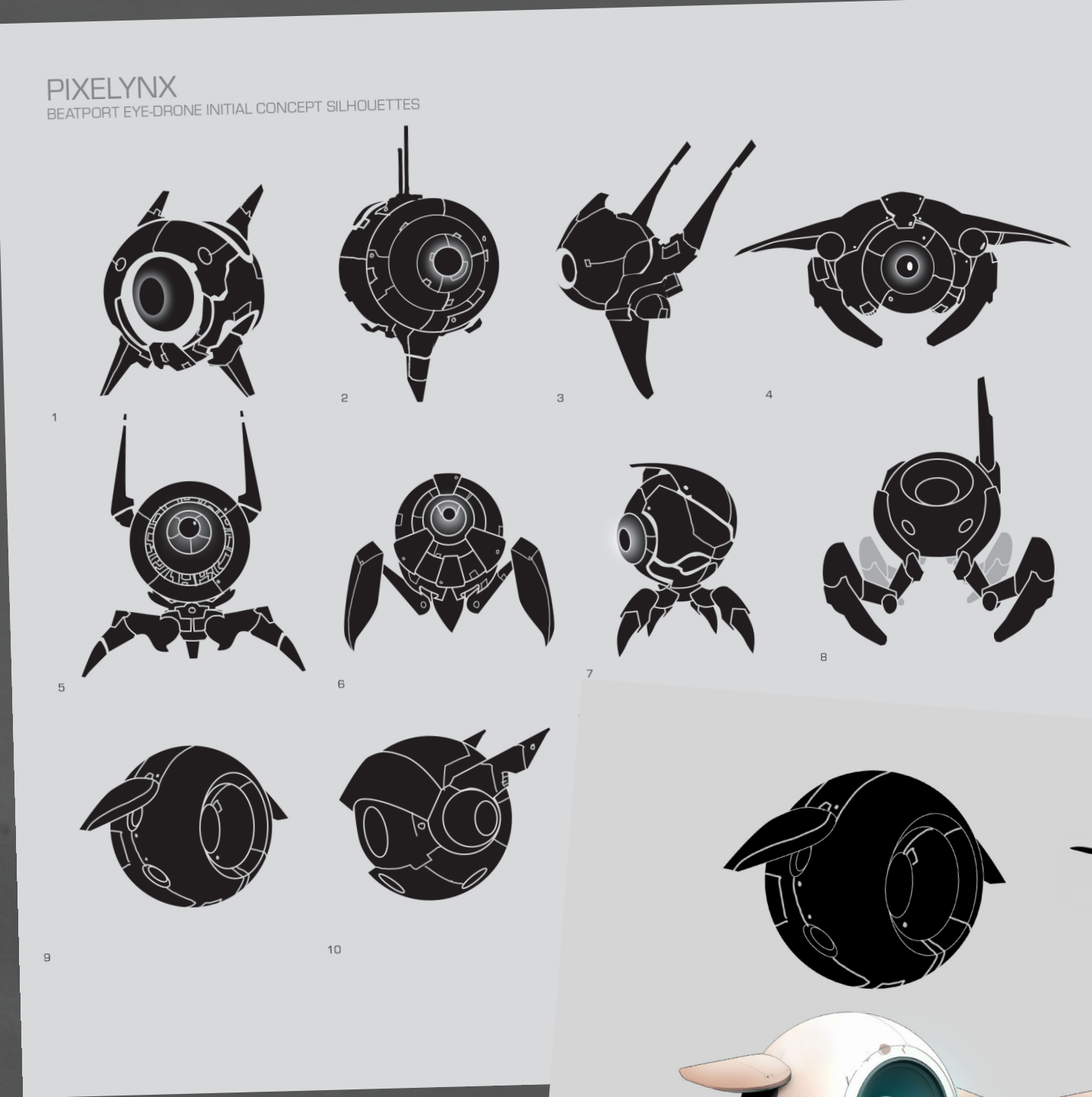
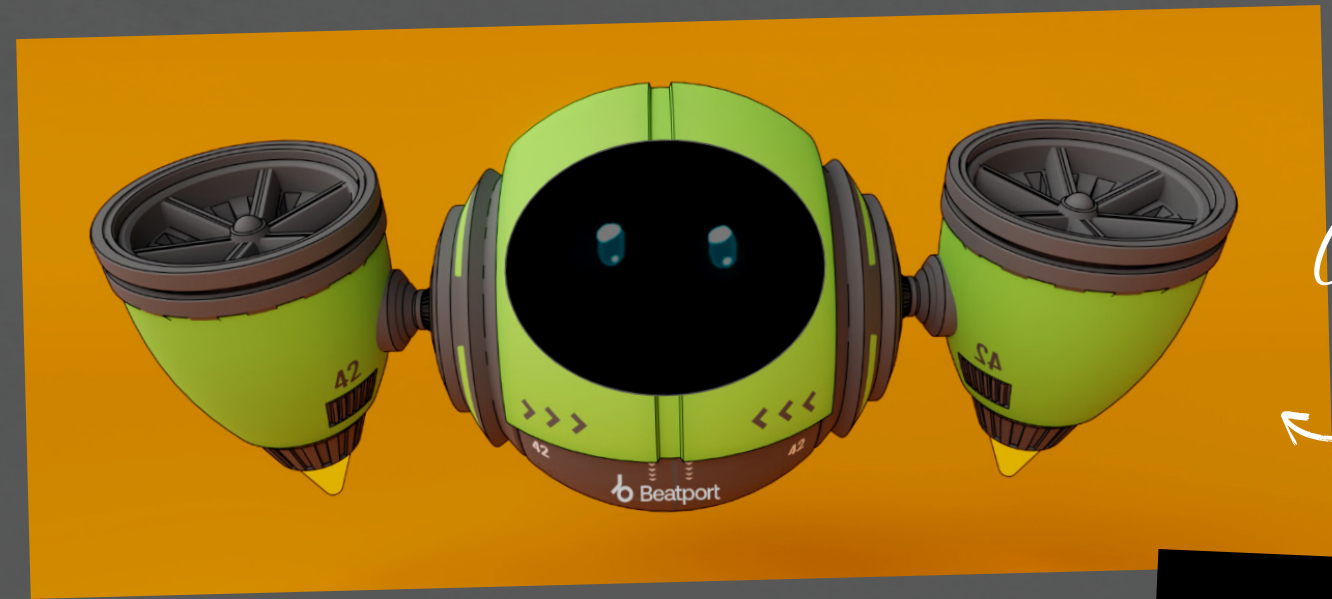
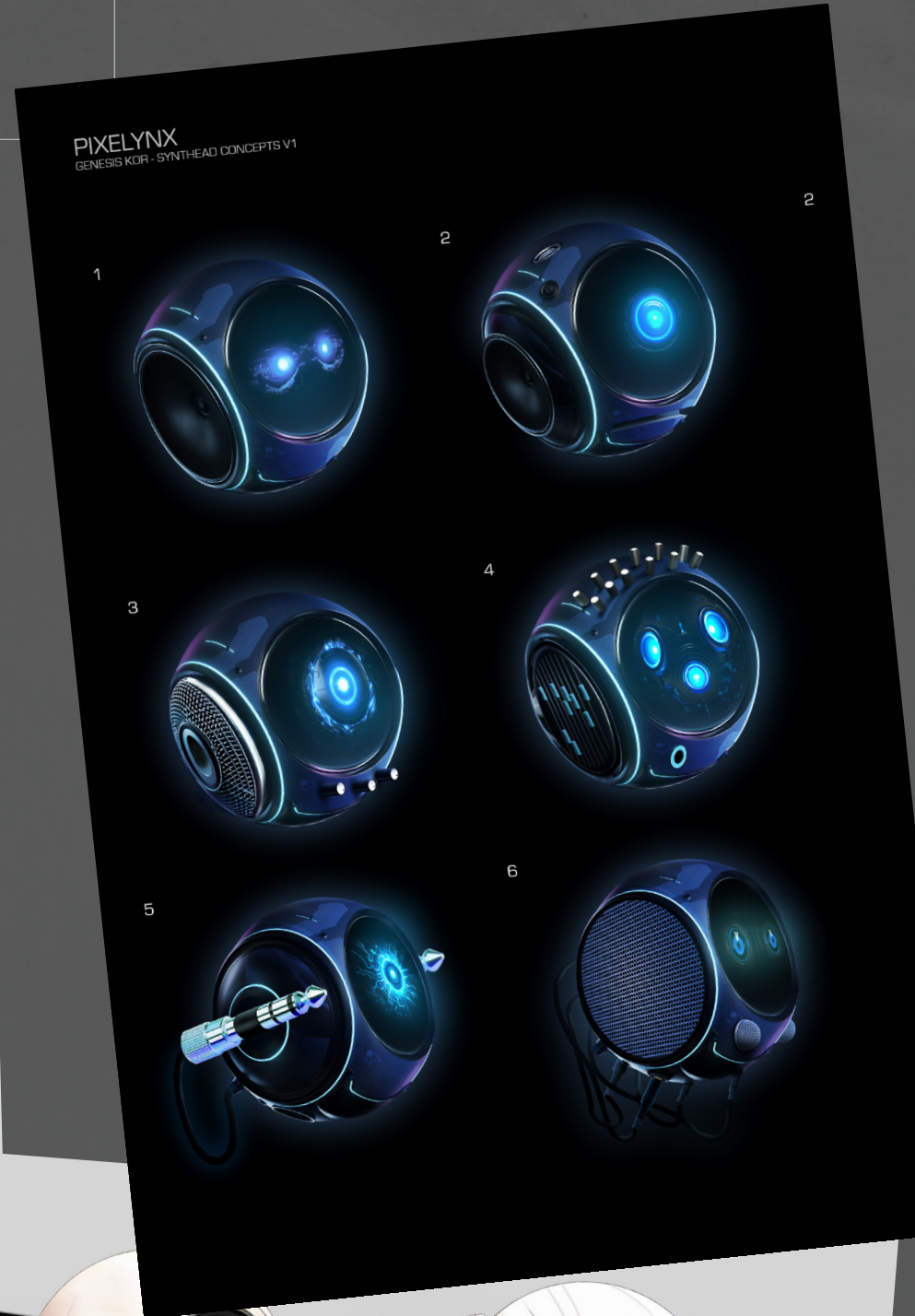
DIGITAL PAINTOVER



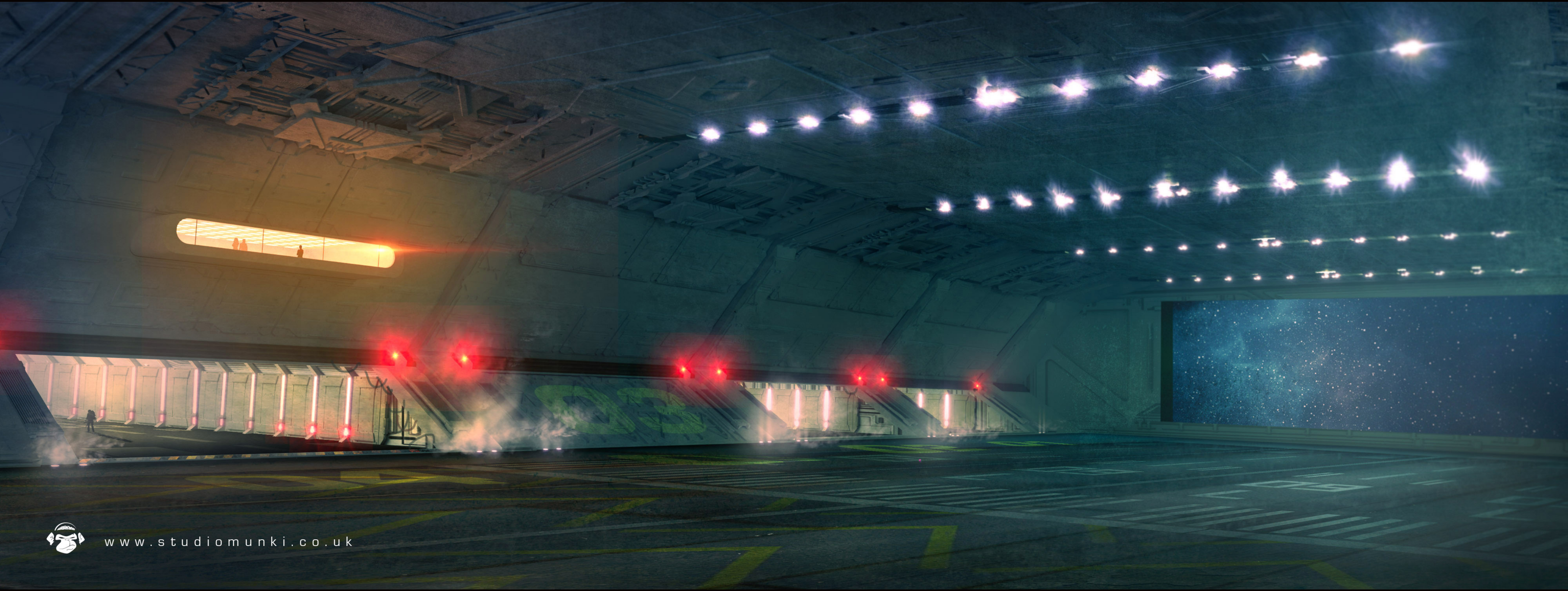


CLIENT: PIXELYNX

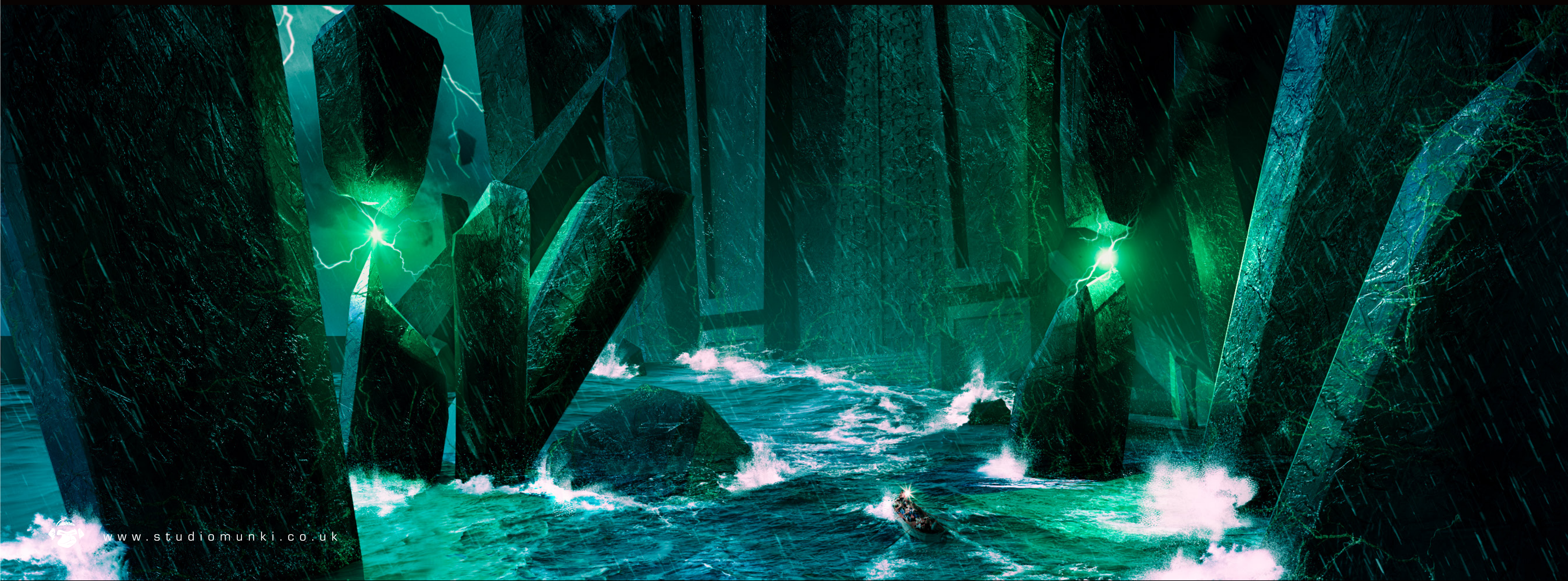
IDEATION AND PRODUCTION PROCESS



Concept development



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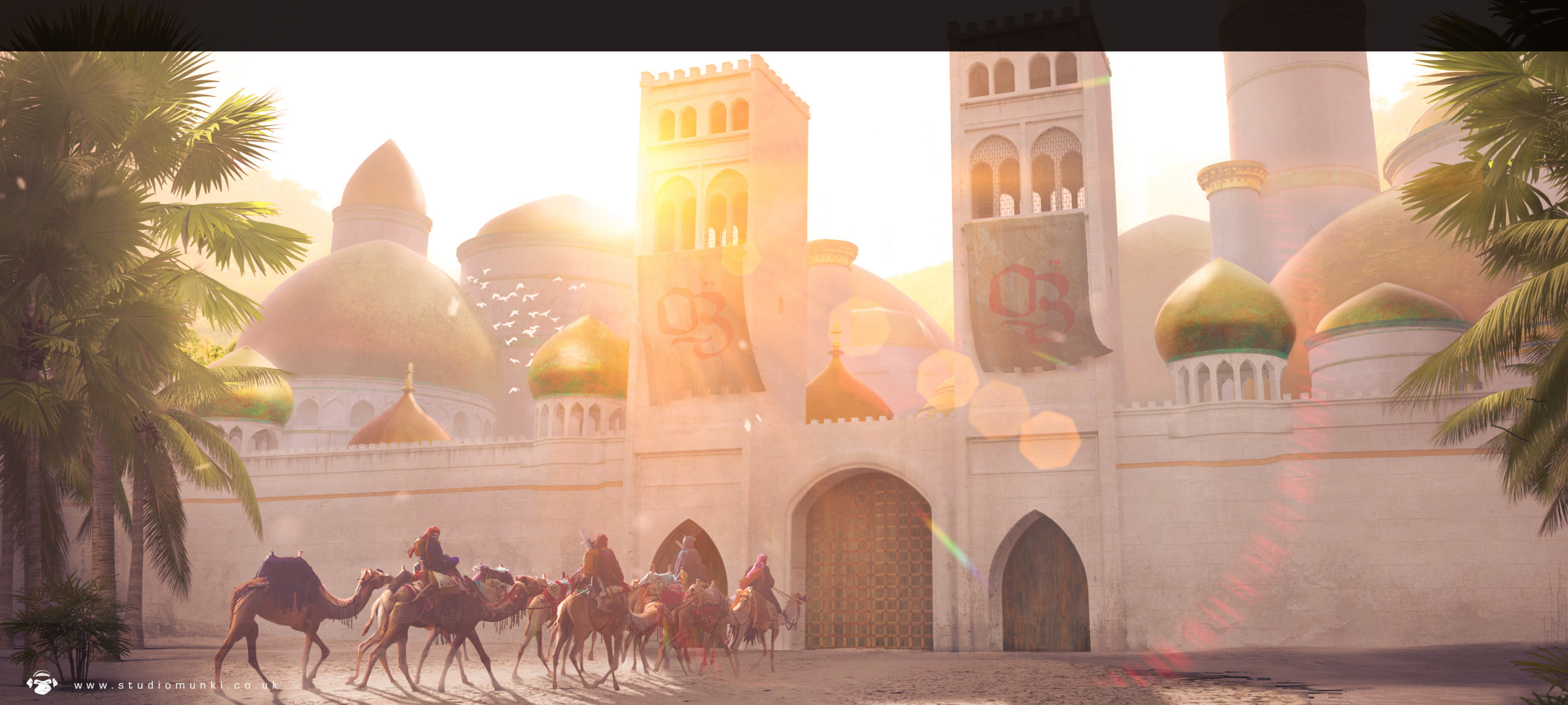



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THANK YOU

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