



JOHANNA RUPPRECHT

Concept Artist
Illustrator

ABOUT ME

Hard working artist with a proven ability to deliver high quality work while meeting deadlines.

Always striving to keep an open mind and think outside the box. Never stop learning, always stay humble and help others grow as well.



Looking forward to working in a team as excited about creating worlds and stories as I am! Magic happens when everyone brings their unique skills to the table, creating something great as a combined effort.

CONTACT ME

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MY SKILLS

 Environment & Prop Design 

 Character Design 

 Color & Light 












 Digital Painting 

 Problem Solving 

 Communication 











WORK EXPERIENCE (SELECTION)

-  **2019: Board Game Card Design & Illustration** (ITB Board Games: "Crypt X")
-  **2019 / 2018 Visual Development for 3D animated series** ("Narbonic")
-  **2018: Concept Art for Casual Game** (Mitosis Games: "Millionaire Mansion")
-  **2018: Concept & Pitch Artwork for unannounced game** (Prideful Sloth)
-  **2018 / 2017 / 2016: Visual Development for feature animated film** (Milkroom Studios/Trixter Productions: "Melvin und der Lotus")
-  **2018: Concept Art for Sci-Fi/Fantasy VR water slide experience** (Milkroom Studios/Ballast VR: "Space Glider" at Erding thermal spa)
-  **2017: Concept Art for Sci-Fi VR game** (Milkroom Studios/Munich Re)
-  **2017: Background Artwork for adventure game** (mmc - Agentur für interaktive Medien GmbH: "Martin Luther")
-  **2017 + 2016: Concept Art for flying game** (Milkroom Studios/ Europa-Park/ Mack Media: "Voletarium: Sky Explorers")
-  **2016: Concept Art for mobile game** (Milkroom Studios/Mattel: „Hot Wheels™ Track Builder“)
-  **2015 + 2016: Background illustrations, overpaints and style adjustments** (Ubisoft BlueByte: „Champions of Anteria“)








QUALIFICATIONS

-  **Concept Design of Environments and Props**, Character Design
-  **Telling stories, building worlds & create emotion** with color, light and mood as well as composition, shape language and perspective
-  **Sketching, drawing and painting** with various digital techniques and traditional media
-  **Iterating ideas & problem solving**, photobash, paint over 3D block-ins...
-  **Researching & gathering references** for believable designs
-  **Willing and able to adapt** quickly to various styles, art direction and working in a team, willing and able to listen to feedback, improve & work hard as well as give feedback and help to others, sharing tips & tricks
-  **Team player**, brainstorm with colleagues to come up with better solutions
-  **Languages:** German (native speaker), English (fluent)



EDUCATION

-  **2015 CGMA Master Class „Environment Design 2“** with Charles Lee
-  **2015 Anthony Jones' Robotpencil Mentorship „Environment Design for Production“** with Kalen Chock
-  **2014 CGMA Master Class „Fundamentals of Environment Design“** with Jason Scheier & Kalen Chock
-  **2008-2014 Bachelor & Master of Science** (Biology/Molecular Ecology), University Bayreuth
-  **Self taught:** drawing, painting, digital techniques and workflows and knowledge of various 2D and 3D software packages (see „software“)



SOFTWARE



Photoshop



Maya



DAZ Studio



Substance



Unreal Engine