



MORTEN KREBS

CONCEPT ARTIST

mortenkrebs.com

mortenkrebsart@gmail.com

+44 7784737954

BIO

I am an artist from Denmark currently based in London with a passion for concept art and design.

I am interested in working for movies, games, commercials and more and besides concepting I enjoy storyboarding and illustration.

WORK EXPERIENCE

Jellyfish Pictures - London, United Kingdom

Concept/Storyboard Artist / February 2019 - Present

Creating concepts, storyboards, pitch art and backgrounds for animation and live action series.



MPC Advertising - London, United Kingdom

Concept Artist Intern / June - December 2018

Creating matte paintings and concepts for commercials.



Puppetworks Animation Studio - Budapest, Hungary

Concept Artist Intern / September - December 2017

Creating concepts for stylized and realistic projects including commercials and game trailers.



SOFTWARE EXPERTISE

| | |
|---------------|----|
| Photoshop | 10 |
| Blender | 7 |
| Maya | 8 |
| Unreal Engine | 7 |
| Octane | 7 |
| 3D-Coat | 5 |
| Nuke | 7 |
| Daz 3D | 8 |
| World Creator | 7 |

EDUCATION

The Animation Workshop - Viborg, Denmark

Bachelor in Computer Graphics Arts / 2014-2018

Learning objectives include concept, modelling, UV, texturing, shading and rendering practiced during several large movie projects and courses.



Media College - Viborg, Denmark

Web Integrator Basic Course / 2014

6 month course with introduction to Flash, After Effects and general filmmaking.



The Drawing Academy - Viborg, Denmark

Diploma in Classical Drawing / 2013

5 months intensive classical drawing course going through fundamentals of anatomy, perspective, understanding of form and rendering through shorter and longer studies.

HTX, Higher Technical Exam - Herning, Denmark

Technical High School Graduate / 2009-2012