

RESUME

PERSONAL INFORMATION

Name *Ivo Nies*
Location *Arnhem, the Netherlands*
Date of Birth *March 19th, 1984*
Nationality *Dutch*
Portfolio Site *EVILART.BIZ*
Email *EVIL@EVILART.BIZ*

KEY EXPERIENCE

Software *Photoshop, 3D Studio Max, Mudbox, Zbrush, Vray*
Art *Drawing, Digital Painting*

BASIC EXPERIENCE

Software *Corel Painter*

LANGUAGE

Dutch (*native*), English, German (*basic*)

WORK EXPERIENCE

July 1st, 2015 – Present

Concept artist at Crytek GmbH

Worked as a concept artist supporting internal teams with Character, Environment, Prop, Level and Pitch designs

November 7th, 2007 – June 2015

2D/Concept artist at Engine Software

Worked on a wide range of Nintendo DS(i)/Ware and Nintendo Wii/Ware Titles Was responsible for Concept Art, Style Definition, UI design and various illustration tasks.

SHIPPED TITLES

PC / STEAM

Hunt: Showdown (Early Access – Feb 22)

Nintendo DS(i)/ware

Tropix (NDS), Think Kids (NDS), Just SING!(NDS), Princess in love (NDS), Aliens in the Attic (NDS), Just SING! christmas (DSi Ware), Mega Mindy(NDS), Cats and dogs (NDS), HOP (NDS), Just SING! Anthems (DSi Ware), Just SING! 2 (NDS), Lost Identities(NDS), Flip the Core!

Nintendo 3DS/ware

Mysteries in London, Mahjong 3d, Mad Dog McGree, Azada

Nintendo Wii/ware

Bang! (Wii), Het Studio 100 Speel Eiland (Wii)

iOS

Fly Swatter, Dinox, K3 fashion, S.M.A.R.T. Adventures: Mission MATH... Sabotage at the Space Station

EDUCATION

2003

Conceptart.org Workshop in Amsterdam

2005

Conceptart.org Workshop in Prague

2001 - 2006

De Eindhovense School

MBO, Multimedia & Multimedia Animation

1997 - 2001

Dr. Kuypers

VMBO, Graphics Technology