

Megan.owenson@gmail.com  
07508380720

# MEG OWENSON

Concept Artist/ Visual Developer

WWW.MEGOWENSON.COM

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## CLIENTS INCLUDE

ImagineFX, Sumo Digital, 3D Total, Tag Games, Flip Book Studios, Hex Entertainment, US Navy advertising, Fantasy Flight Games, Capstone Publishing, Left of creative, Helm Systems, Dashing Dice Games, Dubit Games, Splice Media, Pixel Bomb Studios, Threadless, Cryptozoic Entertainment.

## EDUCATION

**Leeds College of Art**, Bachelors of Arts, Fine Art  
September 2006 – July 2009

## PROFESSIONAL EXPERIENCE

### Senior Concept Artist, Sumo Digital, Sheffield

AAA Dead Island 2 – Current Position  
Leading Concept Department since Xmas 2016

### Concept Artist, Sumo Digital, Sheffield

AAA Snake Pass – Stylized concept art.

### Concept Artist, Tag Games, Dundee

2015 - Undisclosed Project.  
Concept and Marketing Art

### Concept Artist, Flipbook Studios, Manchester

<http://flipbookstudio.co.uk/>

2015 - Hex Shards of Fate.

**Concept Artist, Pixel Bomb Games, Manchester –**  
*2013-14, Next Gen 3<sup>rd</sup> person Shooter- Beyond Flesh and Blood*

**Lead Concept Artist, Helm Systems LLC**  
*2013-Present, <http://helm-systems.com/>*

VR Fantasy RPG - Soulkeeper

Collaboration project with developers from Studios such as Disney, Dreamworks, ID, Microsoft and Epic Games. My job role involved:

- Creating environmental concepts and set dressing
- Developing mood and colour
- Creating detailed design sheets
- Leading the Visual art style throughout the game.
- Overseeing and aiding the rest of the art team
- Creating Key Concept art with Narrative elements
- Creating Prop and Character work
- Leading and teaching Junior Concept artists

**Concept Artist, Dubit Games, Leeds**  
*2013, Casual Game Fiducia- aimed at Children*

- Designing Character, Architecture and Island Environment
- Story boarding
- colour and mood.

**Fantasy Flight Games –** Star Wars Illustrations, 2014- present  
Android- Netrunner 2015  
Citadels Deluxe

**US Navy, Production Concept Artist, 2014-present**

- Collaborating with several companies creating Production concept art/ Matte Backgrounds for their latest environmental recruitment campaign

**Capstone Publishing, Illustrator, 2014 – Present**

- 2, 32 page children's books

## **TECHNICAL SKILLS**

Photoshop

Painter  
3D Coat  
Keyshot  
Sketch up  
Basic Unreal Engine  
Traditional art skills  
Armature and clay sculpture

## **PUBLICATIONS AND AWARDS**

1. Imagine FX (2014) Issue 105
2. Advanced Photoshop Magazine 3 page artist feature 2014
3. Article on i09 <http://io9.com/the-only-place-to-eat-after-the-apocalypse-1637872344>
4. ColoredCG. (2014) Featured Artist
5. Miniature War Games (2012) Atlantic Publishers, November Issue.
6. 3d Total Excellence award and feature 2014
7. Tutorial in 2d artist Magazine- 3d Total
8. Capstone Published International children's book- Jars of Hope

1. 3d total excellence award X3
2. 2016 Comstock Read Aloud Honor Book
3. Layer paint award
4. ImagineFX image of the day
5. ImagineFX image of the month
6. ILM STARWARS concept artist Finalist 2016
7. ILM Favourite Pick 2016

## **PROFESSIONAL REFERENCES**

Myron Mortakis, CEO, Helm Systems LLC, Miami  
Email: [myron.mortakis@helm-systems.com](mailto:myron.mortakis@helm-systems.com)

Greg Staples, Sumo Digital Principle Artist, 2000AD  
[Gregstaples1970@gmail.com](mailto:Gregstaples1970@gmail.com)

## Recommendations

### Duncan Kershaw

Development Director at Sumo Digital Ltd

March 24, 2017, Duncan managed Meg directly

Meg's an incredibly talented Concept Artist. As the project's primary Concept Artist, she ensured the team had meaningful, inspirational and brand appropriate aesthetic context to deliver on the game's visual pillars. She worked well under pressure, in particular being open to feedback and iteration from a broad range of project stakeholders. It would be a pleasure to work with Meg again in the future.

### Greg Staples

Artist at 2000ad

May 4, 2017, Greg managed Meg directly whilst at Sumo

Meg is a hugely talented artist and the quality of her work shines through with every project. She is hardworking, dedicated and focused with a kind and friendly demeanour. She has the wonderful ability of being able to work in any art style, whether it be high realism or a cartoon style, Meg always brings her same high level of professionalism. I give her my highest recommendation.

### Myron Mortakis

President, Executive Producer & Founder at HELM Systems, LLC.

February 6, 2014, Myron managed Meg directly

Megan is one of the most responsible and punctual artists one could ever hope to have on their team. Her responsible and punctual nature are matched by her immense talent and her can-do attitude brings up the motivation levels for the rest of the development team as well. She is very easy to communicate with, as well as pleasant to work with.