

Collignon Antoine

Concept Artist & Illustrator

Liege, Belgium

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EXPÉRIENCE PROFESSIONNELLE

National Geographic

Artist

Working on several space illustration and architectural visualisation for National Geographic

December 2018 - Aujourd'hui | Washington, United States

Ubisoft

Concept Artist

Working with the Art Director and the Ubisoft Massive team on promotional KeyArt for The Division 2

February 2018 - February 2018 | Sweden

Shanghai Planetarium

Illustrator

Space illustration

2017 - | China

Leading Light Studio

Freelance Concept Designer

Working closely with the Art Director on unannounced videos games

2017 - | London, United Kingdom

Wargaming

Freelance Illustrator

Working on WORLD OF TANK license as an illustrator

2017 - | Paris, France

Cary & Jon, Filmmakers

Freelance Concept artist

Worked closely with the director Jonathan Milott on an upcoming super-hero movie with Lionsgate. I was asked to create cinematic keyframes with actions

2017 - | United Kingdom

Axis VFX

Freelance Concept Designer

Working on a SCI-FI Tv-Show

2017 - | United Kingdom

Maximumgames

Freelance Concept artist

I've been asked to create keyframe promotional art and several production assets in character design

2017 - | California, United States

Universal Studios

Freelance Concept Artist

Working on different assets and tunnel simulation (effects) for the new Hulk Rollercoaster

2016 - | United States

Axis Animation

Freelance Concept Artist
Keyframe design for an upcoming TV Show
2016 - | United States

Take-Two Interactive

Freelance Illustrator
Creating various illustration and keyframe for games
2016 - | United States

Define Humain

Freelance Concept Artist
Character designs
2015 - | United States

French Toast

Illustrator
Poster pitch for Deadpool (marvel movie)
2016 - | Belgium

LootCrate

Concept Artist & Illustrator
2015 - | United States

Warner Bros.

Freelance Concept artist for the movie THE33
2015 - | United States

Bassevents

Illustrator
Creating all bassevents posters during several years
2012 - 2015 | Belgium

LANGUES

French (Native)

English (Fluent)

COMPÉTENCES

Character Design, Concept Art, Environement, Keyframe