

# Johanna Rupprecht

Visual Development Artist  
Concept Artist  
Illustrator

## About me

I'm a hard working artist with a proven ability to deliver high quality creative work in a consistent and timely manner.

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

My goal is working in a team as excited about creating worlds and stories as I am! Magic happens when everyone brings their unique skills, enthusiasm and passion to the table, to create something great as a combined effort.

## Contact & Portfolio

- ★ [www.lyraina.com](http://www.lyraina.com)
- ★ [artist@lyraina.com](mailto:artist@lyraina.com)

## Strengths & Focus

- ★ Environment and Prop Design
- ★ Problem Solving & Research
- ★ Color, Light & Mood
- ★ Creating Emotional Impact
- ★ Visual Storytelling & Imagination
- ★ Production Drawings / Callouts
- ★ Teamwork and Communication

## WORK EXPERIENCE (SELECTION)

- ★ **2020 - present: Axis Studios** (Production Artist for unannounced project)
- ★ **2019 – present: Soma Games** (Concept Art & Cinematic Illustration for Adventure Video Game "The Lost Legends of Redwall: The Scout Act II")
- ★ **2019: Burki Scherer AG** (Visual Development, Style Art Exploration, Mood Pieces & Matte Painting for Short Film Animation „Rubia“)
- ★ **2018 – 2020: Narbonic** (Visual Development, Environment Concept Design & production design callout sheets for 3D-CG animated series)
- ★ **2019 – 2020: Ubisoft BlueByte** (2D in-game assets for "The Settlers Online")
- ★ **2019: Garmin International** (Concept Art for unannounced project)
- ★ **2019 – 2020: Kosmos Publishing** (Narrative Game Background Illustrations)
- ★ **2018: Mitosis Games** (Concept Art for Mobile Game "Millionaire Mansion")
- ★ **2017 – 2016: Milkroom Studios/ Europa-Park/ Mack Media** (Concept Art for environments/vehicles for steampunk game "Voletarium: Sky Explorers")
- ★ **2015 – 2016: Ubisoft BlueByte** (background illustrations, overpaints and style adjustments for fantasy action RPG „Champions of Anteria“)
- ★ **2013 – present:** Board games, cover art, marketing illustrations, style exploration etc. (various clients)

## QUALIFICATIONS

- ★ **Concept Design, specialized in architecture, environment concept art and props** (secondary focus on character and creature design)
- ★ **Storytelling, world building**, evoking **emotions** and impact through color theory, lighting as well as composition, form, shape language and perspective
- ★ Sketching, drawing and painting with various digital and traditional media
- ★ **Production concept drawing and callout sheet** creation for outsourcing
- ★ **Idea iteration** & solving problems, to find the best possible solution
- ★ **Researching** & gathering references for believable and appropriate designs
- ★ Adaptable to various art styles and art direction, open to feedback, improvement & hard work as well as providing help for others
- ★ **Team player:** brainstorm and collaborate with colleagues to come up with better solutions and work towards **shared vision**
- ★ **Languages:** German (native speaker), English (fluent)

## EDUCATION

- ★ **Art Education (self taught):** CGMA Master Classes "Visual Development" with Armand Serrano, „Environment Design 2" with Charles Lee, „Environment Design for Production" with Kalen Chock, „Fundamentals of Environment Design" with Jason Scheier & Kalen Chock, Schoolism Subscription, Artstation Learning etc.
- ★ **2008 - 2014 Bachelor's Degree** (BSc Biology), **Master's Degree** (MSc Molecular Ecology), University Bayreuth

## SOFTWARE

- ★ **2D art: Adobe Photoshop CC, traditional media**
- ★ **3D art: Blender, Autodesk Maya, Unreal Engine 4, Gravity Sketch (VR)**