

# SAMDENMARK

DIGITAL ARTIST

Fareham, UK

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<http://www.samdenmarkart.com>

I am a concept artist & illustrator working in Film/TV, Print and Video Games since graduating university in 2012. I've worked on a wide variety of projects including environment design, matte painting, character design, keyframe concept art and illustration.

Over the years I have worked with several studios such as: Territory Studio, Onyx Path Publishing, Sigil Entertainment and Climax Studios

In my free time I work on personal projects and get stuck into exploring & experimenting with new software and techniques to see if I can implement them into my workflow.



**Software Proficiency:** Photoshop, 3d Coat, Blender

## LINKS

<http://www.samdenmarkart.com>

<https://www.artstation.com/artist/SamDenmarkArt>

<https://www.linkedin.com/in/samdenmarkart>

## EDUCATION

BA in Computer & Video Game Design  
Southampton Solent University

2009 to 2012

Diploma of Art and Design in Art and Design  
Southampton City College  
2008 to 2009

## **AWARDS**

ILM Art Department Star Wars Competition Finalist

September 2016

A Star Wars art competition hosted by Artstation and ILM.