

Dear Art Director,

My name is Meg Owenson. I work as a Senior Concept artist in the entertainment industry.

My career so far has been very varied, working in house on realistic projects such as Dead Island 2, to working on much more stylised Artwork for Snake Pass, Little big planet, Jumanji and the children's book 'Jars of Hope'.

I have worked on both console and mobile games. Working for Studios such as Sony Pictures, BBC, Wargaming, Sumo Digital, Netease, Atari, Playdemic, Funsolve, THQ Nordic, to name a few.

I feel this has made me extremely resourceful, confident, and able to switch from one style to another with ease and professionalism.

I can create realistic art through the use of matte painting techniques, but have also got the colour and lighting knowledge to create very painterly and stylized pieces.

I have been published internationally in Imagine FX, 3Dtotal, IO9, GamesTM, advanced Photoshop Magazine as well as through Capstone Books. I was recently a Finalist in ILM's Star Wars competition and a 'ILM Favourite'

Other skills I have include Storyboarding, Illustration, Traditional clay modelling, Photography, Oil Painting and Videography.

I hope you will consider me.

Regards,

Meg Owenson

My portfolio can be viewed at:

www.megowenson.com