



Personal information:

name: ing. Joeri Lefèvre MA
born: 17-4-1986
residence: Albert Luthulistraat 12A
Amsterdam, the Netherlands

Experience:

2008-present **Freelance Concept-artist / illustrator**
Clients: Fisher-Price / Mattel, Forcefield VR , Colorbleed, Plus One, Karakter

Notable game productions:

2019 **Donning the purple** (board game), client: Tompet games, role: boxart and card illustrator
2018 **Pet-Lab** (Oculus Go), client: Forcefield VR, role: Concept-artist
2013 **the Last Inua** (Ipad, PC), client: Glowforth, role: Concept-artist, Lead-artist
2009 **Battle Forge** (PC), client: Karakter, role: Card illustrator

Notable animation productions:

2018 **Friends call me jim** (3d animation), season 5 & 6 , client: Mookx, role: 2D Background illustrator
2016 **living and working 3000 years** (video-instalation), museum Castellum Hoge Woerd, client: Plus One, role: 2D Background illustrator
2013 **Mr. Probz - I'm Right Here** (3d animation), client: Colorbleed, role: Concept-artist
2011-2013 **Little People™** (3d animation), client: Fisher-Price / Mattel, role: Concept-artist

Teaching:

2018-2019 **Basic figure drawing**, Figura, Dutch Academy of Figurative Sculpture, Amsterdam

2017	The human figure on a flat surface , Ateliers Westerdok , Amsterdam
2013-2016 2009-2011	Basic drawing , Utrecht school of Arts (HKU) for students Game Art and Game Design (0,15 FTE)

Education:

2011-2012	Angel Academy of Art Firenze, Italy
2009-2010	Klassieke Academie voor schilderkunst
2004-2008	Master of Art in european media Hogeschool voor de Kunsten Utrecht
2004-2008	Bachelor, Game Design & Development, with honors Hogeschool voor de Kunsten Utrecht
2006-2007	Klassieke Academie voor schilderkunst

Publications:

2016	Robot Envy: Zenith, the world's best robot art, volume one / Magnetic Press / ISBN: 978-1-942367-19-2
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Joeri Lefèvre
concept-artist / illustrator

t: +31 (0)6 45075357
m: joeri@joerilefevre.com
w: www.joerilefevre.com

www.joerilefevre.com/blog
nl.linkedin.com/in/joerilefevre/

Exhibitions:

jun 2019	Schilderfestival Noordwijk
may 2019 / 2017 / 2015	Atelier Westerdok, group-exhibition, model drawings
jun 2015	Vondel CS, Torenkamer festival, interactive installation indie-videogame "Mankind"
march 2009	Kasteel Wurfeldl, Maaseik , Belgium Solo exhibition
jan 2009	exhibition hall, Kutlovitsa , Montana, Bulgarije Computer graphics or art? Solo exhibition
sept 2008 – oct 2008	Utrecht University Library Graduation work

Software:

Photoshop CC 2019	Unity 2018
Illustrator CC 2018	Blender 2.8
Painter x	Maya LT

Interest:

Art (history)	video-Games
(oil) Painting	History
Animation	
Cinema	