

ANNE NEYENS

VISUAL DEVELOPMENT ARTIST



PROFILE

BORN IN BREE (BELGIUM)

01/07/1991

MARITAL STATUS: ENGAGED

IN POSSESSION OF DRIVING LICENCE

TYPE B

CONTACTS

DORPSTRAAT 42,

6227 BN - MAASTRICHT

ANNENEYENS@HOTMAIL.BE

+32 472 69 59 73

MRSANNIEMATION.COM



INSTAGRAM/MRS.ANNIEMATION

SKILLS

LANGUAGE SKILLS

DUTCH: NATIVE LANGUAGE

ENGLISH: EXCELLENT

ADOBE:

PHOTOSHOP: EXCELLENT

ILLUSTRATOR: VERY GOOD

PREMIERE: VERY GOOD

PROCREATE: EXCELLENT

BLENDER: LEARNING IN PROGRESS

SHOTGRID: VERY GOOD

EXPERIENCE

JUNE 2024 - PRESENT

ILLUSTRATION ARTIST FOR RAVENSBURGER

ILLUSTRATIONS FOR TRADING CARD GAME

JULY 2021 - MARCH 2024

CONCEPT ARTIST/VISDEV @ ZEBU ANIMATION STUDIOS
IN COOPERATION WITH PURE IMAGINATION STUDIOS

CHARACTER AND PROP DESIGN FOR PHARRELL WILLIAMS' BIOPIC "PIECE BY PIECE"

CHARACTER, SET AND PROP DESIGN FOR "LEGO® DREAMZZZ™"

SET AND PROP DESIGN FOR THE YELLOWSTONE POKER GAME FOR PARAMOUNT+

JANUARY 2021 - MAY 2021

VISUAL DEVELOPMENT @ WALKING THE DOG

CHARACTER, SET, AND PROP DESIGN FOR "RICHARD THE STORK 2"

SEPTEMBER 2014 - JUNE 2021

TEACHER OF ART, DIGITAL PAINTING & ANIMATION

PCVO LIMBURG - PROVINCIAL CENTER FOR ADULT EDUCATION (BE)

MOSA-RT HIGHSCHOOL MAASEIK (BE)

2011 - PRESENT DAY

FREELANCE ILLUSTRATOR/GRAPHIC DESIGNER

DESIGN FOR ROBERT J. SHERMAN: LOGO SHERMAN THEATRICAL ENTERTAINMENT

COMMISSION FOR SONY PLAYSTATION: LAUNCH GAME "DREAMS" ON PS4

ILLUSTRATIONS "DOE IK HET GOED" PUBLISHED BY "UITGEVERIJ HOUTEKIET"

LOGO DESIGN, VISUAL CONTENT CREATION, CORPORATE IDENTITY CREATION, ...

EDUCATION

APRIL 2024 - NOVEMBER 2024

INTERIOR ARCHITECTURE BY INTERIEUR ACADEMIE

COURSE BY INTERIOR ARCHITECT PEGGY FRANSSSEN

25 - 27 MAY 2018

WORKSHOP DIGITAL PAINTING & CHARACTER DESIGN

WORKSHOP BY "LOISH" AT THE IDEA-ACADEMY (ROME)

2013 - 2014

SPECIFIC TEACHER'S DEGREE FOR THE ARTS

MAD-FACULTY/PXL HASSELT

2009 - 2013

MASTER AUDIOVISUAL AND VISUAL ARTS

SPECIALIZATION: ANIMATION

LUCA SCHOOL OF ARTS GENK (C-MINE)

2005 - 2009

SCIENCES AND MATH

SINT-AUGUSTINUS INSTITUUT (HIGHSCHOOL) BREE