DEREK STENNING

Freelance Concept Artist + Illustrator

borninconcrete.com

derek@borninconcrete.com

Trained as a classical animator, Derek has spent over a decade working as a concept artist in the game development field. Over the years he has worked on projects in many different genres for clients such as Nintendo, Microsoft, Activision, Sega and Marvel Entertainment.

As an experienced artist, Derek is comfortable working in various styles and is skilled at executing on a wide range of design tasks including character design, environment design, prop design, visual development, game-play examples, etc..

Derek's personal artwork has also been well received, being featured in numerous international exhibits and publications. His first art book, Born In Concrete: The EK Series, was published by Design Studio Press in November, 2013.

Select Professional Experience:

BORN IN CONCRETE March 2009 - Present

Freelance Concept Art & Illustration

Contact for availability and rates.

MICROSOFT STUDIOS VICTORIA February 2012 - December 2013

Concept Art, Illustration, Graphic Design

Projects:
Numerous unannounced development projects.

NEXT LEVEL GAMES October 2002 - January 2012

Concept Art, Illustration, Graphic Design, Art Direction

Projects:
Luigi's Mansion: Dark Moon - 2013
Captain America: Super Soldier - 2011
Ghost Recon Wii - 2010
Punch Out!! - 2009
Spiderman: Friend or Foe - 2007
Super Mario Strikers - 2005
The Suffering - 2004
NHL Hitz Pro - 2003
Business Development Projects - 2004 - 2012

BLACK BOX GAMES April 2001 - October 2002

Concept Art, Illustration, UI Artist

Projects:
NHL Hitz 2003 - 2002
Sega Soccer Slam - 2002

Education:

CAPILANO UNIVERSITY September 1997 - April 1999

Commercial Animation Program - Diploma

References available upon request.