

FELIX KLEIN

CONCEPT - ENVIRONMENT - CHARACTER - ANIMATION/VFX

I am an artist specialising in concept art, with a keen interest in multi-discipline iterative art processes. I am a highly motivated worker dedicated to creating cohesive and visually striking art, from concept to the finished product.

SKILLS

Proficient in:

Photoshop/Procreate
Highly developed life drawing and illustrative skills
Zbrush
Maya
Unity
Unreal
TouchDesigner
Substance Painter/Designer

Knowledge in:

Blender
Version Control/Fork
VFX/Animation pipeline
FL studio/Ableton/Logic Pro X

BACKGROUND

I am half German, half American, born in the United Kingdom.

My hobbies include:

Guitar (grade 6)
Photography
Gaming
Skiing
Fitness

EDUCATION

Falmouth University (2021-2024)

- BA (Hons) in Videogame art

This is where I first started honing my 3D and 2D art skills and learnt different methods of creating new art.

Learnt AGILE skillset, with a year and a half of putting the skills I learnt to practice, working in multi-disciplinary teams on full games.

EXPERIENCE

COSMIC COWBOY:

Worked for 1 year on a turn based tactics game (*COSMIC COWBOY*) with a multi-disciplinary team, set to be released on steam in September 2024

- Presented our game as exhibitors at Insomnia Gaming festival 2024 in Birmingham

- Presented our game at the Falmouth University Games Academy Expo 2024

- 2000 followers on LinkedIn for our studio, Summit studios.

- raised a total of 580 pounds on our Kickstarter, surpassing our 500 pound goal.

Art scholarship to Monkton Combe Senior School

EMPIRE

Currently Developing a 40 page comic miniseries called Empire, with plans to submit to either Dark Horse or Image Comics.

