

**Niklas Bellok**  
Concept Artist & Illustrator



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### Skills

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- Strong Foundations
- 3D-Blockout
- 3D supported Concept Arts in Modo
- Stylization
- Photobashing and photoreal polishing
- Advanced Selfmanagement

### Software

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Adobe Photoshop	Adobe Illustrator	Autodesk 3DS Max	Luxology Modo	Asana App	Autodesk Fusion 360

### Education & Experience

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|-------------|---|
| 2017        | JoMei GmbH   <b>Sea of Solitude</b><br>- Concept Artist   |
| 2014 - 2016 | School 4 Games Berlin   |
| 2016        | S4G Diploma   |
| 2015        | 3rd Semester Project: "Nemesis"<br>- Art Direction<br>- Environment Art & UI/UX Design                            |
| 2015        | 2nd Semester Project: "Fauns Trial"<br>- Environment Artist & Art Direction<br>- Technical Integration into Unity |

### Interests

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- Art / Academical Art
- Kayaking
- History
- Strategy Games

### Languages

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- German: Mothertongue
- English: Advanced

### Website & Contact

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| <a href="http://n.bellok.de">n.bellok.de</a>                 | <a href="http://www.artstation.com/artist/nbellok">www.artstation.com/artist/nbellok</a> |
| <a href="mailto:contact@n.bellok.de">contact@n.bellok.de</a> | <a href="http://www.facebook.com/niklas.bellok">www.facebook.com/niklas.bellok</a>       |