

Niklas Bellok
Concept Artist & Illustrator



Birth: 30.04.1994
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Skills

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

Software



Education & Experience

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

Interests

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

Languages

- German: Mothertongue
- English: Advanced

Website & Contact

- n.bellok.de
- www.artstation.com/artist/nbellok
- contact@n.bellok.de
- www.facebook.com/niklas.bellok