

Olly Lawson
Freelance Illustrator/Concept Artist

Resume

ollylawson@gmail.com
www.ollylawson.co.uk

2015 - 2016

Freelance - *Cambridge*

Unannounced MMO - Illustrations, concept art for environments, props

Unannounced independent game - Previs concepts for characters, environments

Virgin Games (Gamesys) - Character illustrations for **unannounced project**

2014 - 2015

Jagex - *Cambridge*

Runescape - 50+ commercial illustrations, key art and art style direction

Freelance - *Cambridge*

Wizards of the Coast - Illustrations for **unannounced project**

Hex TCG - Fantasy illustrations for trading card game

2013 - 2014

Freelance - *London*

Wizards of the Coast - Illustrations for **Fifth edition D&D rulebooks**

Headstrong Games - 30+ ingame illustrations for **Art Academy (Wii U)**

Guillermo del Toro (Planet Jump) - Previs+BGs for TV adverts for **The Strain (FX Channel)**

Spacecowboys - Illustrations for **Unannounced Boardgame**

ImagineFX Magazine - Artist feature and 3 workshop articles on digital painting techniques

2012 - 2013

Atomhawk - *Newcastle*

Warner Brothers - Mattes, storyboards for **Injustice: Gods Among Us (Xbox 360,PS4,PC)**

Sony - Background illustration, marketing illustration for **Pottermore**

KLab - Character/Creature Illustrations for **Various Fantasy Card Games**

BBC - Matte painting for **Unannounced Project**

Deep Silver - Matte painting, Cover/promo art for **Narco Terror (Xbox 360,PS3,PC)**

2011 - 2012

Freelance - *London*

Subsoap - Illustrations for **Unreleased Adventure Game**

KentKrings - Illustrated pitch for **California Resort**

GameCo/Mobage - Character/Creature Illustrations for **Various Fantasy Card Games**

Creatives in the Attic - Concept Art for **National Geographic Kinect (Xbox 360)**