

ANNELIESE MAK

Concept Artist & Illustrator

Vancouver, Canada

Hi! I'm a concept artist and illustrator who always seeks new challenges to improve both myself and any project I am part of. I thrive in both team environments and independent work, and have been commended for my time management, efficiency and open-minded problem solving.

contact

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websites

anneliese.artstation.com

anneliesemak.com

[linkedin.com/in/anneliesemak](https://www.linkedin.com/in/anneliesemak)

education

Bachelor of Animation

2014-2018, High Honours
Sheridan College (CA)

Bachelor of Biomedicine

2011-2013, GPA: 6.7 of 7
The University of Melbourne (AU)

achievements

- ❖ "Melburnia": thesis film; directing, storyboarding, animating; selected for PSIAF & Anim!Arte
- ❖ Toon Boom Harmony Premium Certified Associate
- ❖ Recipient of Dreamworks Scholarship at Sheridan College

publications

- ❖ *Sasha & Puck* Books 1 & 2
- ❖ *EXPOSÉ 10*
- ❖ *Sketching from the Imagination: Character Concepts*
- ❖ *Character Design Quarterly 30*

interests

Wildlife photography, dragon boating, travel, wood whittling, needlefelting, strength training

experience

Freelance: Illustrator

2005-present

- ❖ Producing illustrations for board and video games, D&D campaigns and books
- ❖ Developed exceptional communication, time-management, efficiency and adherence to briefs
- ❖ Clients include College Humor (*Dimension 20*), Young Horses (*Bugsnax*), League of Geeks (*Armello*), Albert Whitman & Co (two published books in the *Sasha & Puck* series), Studio Soi (*Boots & Paws*), Hit Point Press (multiple D&D campaigns)

Timbre Games: Senior Concept Artist

Dec 2022-Jun 2024

- ❖ Designed stylised characters (including turnarounds), environments, and props from sketch to final 2D render on two undisclosed games
- ❖ Adapted existing IP characters to a new style, maintaining recognisability and conformity
- ❖ Explored early style tests for characters and environments
- ❖ Created one-sheets for in-game processes and FX
- ❖ Animated basic prop interactions
- ❖ Explored abstract environments and FX, and painted over 3D environments
- ❖ Created talking heads and eye sprites for in-model and in-engine use
- ❖ Worked with riggers and animators to ensure workable character designs
- ❖ Applied and iterated on director, client and team feedback to achieve desired and appropriate outcomes
- ❖ Collaborated with multiple departments using the Agile methodology
- ❖ Conducted interviews and debriefs for potential new teammates

Phoenix Labs: Concept Artist

Jun 2021-Mar 2022

- ❖ Concepted characters, creatures and environments on an undisclosed game; ideation, poses, storyboards, turnarounds
- ❖ Worked remotely with art director to collaborate and implement feedback

Flying Bark Productions: Designer

Apr 2020-Dec 2020

- ❖ Designed characters and props; turnarounds; expressions on *FriendZSpace*
- ❖ Created 2D renders and material callouts for 3D modellers
- ❖ Selected to create extra design development work on *Tales from Outer Suburbia* and two other undisclosed projects
- ❖ Worked remotely with director and team efficiently, maintaining excellent communication

Jam Filled Entertainment: Designer

Sep 2019-Feb 2020

- ❖ Designed characters and props on *Bubble Guppies* (Nickelodeon)
- ❖ Selected to create extra design development work on two undisclosed projects

Nelvana: Designer & Animator

June 2018-Feb 2020

- ❖ Created funpack character design and clean ToonBoom Harmony rotations and toolkits for rigging and animation on *Dog & Pony*
- ❖ Animated in ToonBoom Harmony on *Corn & Peg* (Nickelodeon)
- ❖ Selected to create extra design development work on two undisclosed projects

Animation intern: Tinman Creative/Skyship Entertainment

May-Aug 2017

- ❖ Animation, layout and storyboards on the *Captain Monsterica* video series
- ❖ Animated hand-drawn in Flash on *Super Science Friends* and other productions