



Florian Jonak

Skills

Areas

- Concept Art
- Illustration
- Anatomy
- Lighting
- Perspective
- Line Art
- Stillization

Software

- PaintTool Sai
- Adobe Photoshop
- Paint.net
- Autodesk Inventor

Personal Information

Date of birth: 14.03.1997
Birthplace: Olpe
Marital Status: Single
Nationality: German

Languages

German: Mother tongue
English: Upper intermediate

Contact

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Experience | Freelancing

From 02/2023	Illustrator	Echidna Design <ul style="list-style-type: none">• Honkonomicon Cover-Art• Tasha's Supernatural Travelogue Cover-Art
2022-Today	Concept Artist	Void Scar Miniatures <ul style="list-style-type: none">• Miniature Concept Art (15mm)
2021&2022	Illustrator	Professor Gilroy's <ul style="list-style-type: none">• Heavenly Handbook Cover-Art & Creature Design• Guide to Fey Creature Design
2020-2022	Illustrator	Jousting Jesters <ul style="list-style-type: none">• Logo Design• Character/Creature Design• Card Back Art• Illustration• Box Art
2019-Today	Concept Artist	Post Finem Miniatures <ul style="list-style-type: none">• Miniature Concept Art (75mm)
2019-Today	Concept Artist	Microworld Games <ul style="list-style-type: none">• Miniature Concept Art (3mm, 6mm)
2019-2022	Concept Artist	Flying Goat Creations <ul style="list-style-type: none">• Miniature Concept Art (28mm)
2019-2021	Illustrator	Legendary Hunts <ul style="list-style-type: none">• Creature Illustrations
2019	Illustrator	RUIN <ul style="list-style-type: none">• Trading Card Illustrations
2019	Concept Artist	Wee Wolf Miniatures <ul style="list-style-type: none">• Miniature Concept Art (28mm)
2017-2019	Illustrator	Die Elbenstifte <ul style="list-style-type: none">• Traditional pencil drawings• Creature Design• Cover-Art
2017&2022	Concept Artist	Trolls Under the Bridge <ul style="list-style-type: none">• Miniature Concept Art (10mm)

Education

CG SPECTRUM

Concept Art & Digital
Illustration Diploma |
Mentor: Fabrizio Bortolussi
2017-2018

Diploma of Concept Art

- **Overpainting** of ingame scenes
- **Prop Design** with main focus on weapons
- **composition** in art
- **Anatomy** of the human body
- **Photobashing, Photo manipulation**
- **Matte Painting**
- **Level Callouts**
- **Character Design**
- **Creature Design**

CG MASTER ACADEMY

Creature Design for Film
and Games |
Mentor: Bobby Rebholz
2017

Certificate

- Working with **references and work instructions**
- **Thumbnailing** for brainstorming
- **Anatomy** based on muscles and skeleton
- incorporating **characteristics** into designs
- **Illustration**

EMG AUTOMATION GMBH

Technical product designer
for machine and system
construction

Apprenticeship

- Technical **3D modelling**
- **CAD drawing**
- **Parts lists**

2013-2017