

Ilse Gort

Currently residing in the Netherlands | ilse_gort@live.nl

PERSONAL INFORMATION

Full name Ilse Gort

Nationality Dutch

Date of birth 07 - 07 - 1990

Place of birth Hardenberg, Netherlands

Languages Dutch (native), English (fluent), German (basic), Swedish (basic)

Portfolio <http://ilsegort.artworkfolio.com>

EDUCATION

Utrecht School of Art & Technology (HKU)

Bachelor of Game Art

Hilversum, NL

2010 – 2014

Internship Triumph Studios

Full time 2D Game Artist

Delft, NL

2012

As an intern at Triumph Studios my primary role was to create marketing art for their recent title, Age of Wonders III.

EXPERIENCE

Freelance 2D Artist

Freelance concept artist and illustrator for individual clients

Remote

2009 – Present

Wizards of the Coast

Card Artist

Remote

2018- Present

Creating card illustrations for Magic: The Gathering.

Hi-Rez

Splash illustrator

Remote

2018- Present

I am working with Hi-Rez to create splash illustrations representing the various playable gods in their game, SMITE.

Valve Remote
Card Artist 2018- Present

I am working with Valve to create card art for their digital card game, Artifact

Fogbank Entertainment Remote
Illustrator 2018

With Fogbank Entertainment I was remotely employed as an illustrator, providing assets and character illustrations prepped for 2D animation for a narrative game currently in development.

Macmillan Publishers Remote
Cover illustrator 2018

With Macmillan Publishers I was working as a cover artist and interior illustrator for a book titled "Silver Batal and the Water Dragon Races" by K.D.Halbrook.

Murka Ltd. Remote
Splash artist 2017 – Present

For Murka Ltd. I am creating detailed splash illustrations for their browser-based online games and prepare them to be animated in After Effects.

Open Legend RPG Remote
Environment & Character artist 2016 – 2017

For Open Legend RPG I created environment and character art for their open-source tabletop RPG.

Reference: Brian Feister

MediaMonks (partially remote) Hilversum, NL
Full time illustrator 2015

At MediaMonks I worked as an illustrator on a large-scale 2D animation project for Intel.

FrostBurn Studios Remote
Full time freelance concept artist and illustrator 2015

During my time with FrostBurn Studios I worked primarily as a marketing illustrator but also provided concept art and icons, additionally I functioned as a back-up art director for outsourced artists.

Reference: Ryan McDaniel

S2Games*Freelance marketing illustrator*Remote
2013 - 2014

During my time with S2Games I worked as a marketing illustrator, creating splash art for their MOBA, Heroes of Newerth.

Conceptopolis*Freelance card artist*Remote
2014

Conceptopolis is a production company offering 2D art services to various clients. As one of their freelance artists I provided card art for DeNa, for their online TCG Hellfire.