

COURTLAND WINSLOW

ILLUSTRATION | CONCEPT | DESIGN

COURTLANDW.com
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ILLUSTRATION

Creating hand-drawn concept art, promotional illustration, and game assets. Specialization in building a cohesive and compelling foundation of artwork for game, film, and VR projects.

DESIGN

Providing creative solutions and for print, digital, large format, interactive animation, installations, apparel, and previsualization for photo/video projects.

EXPERIENCE + CLIENTS

Thorium Entertainment, *undermine.game/thorium*
ART LEAD, 2020–ongoing
Undermine (PC, Nintendo Switch, PS4, XboxOne).

BotSchool, *botschool.io, code.org*
ART LEAD, 2017–2019

Concept, 2D character/environment art for *GridLight*, an Hour of Code game

Edie Brickell and New Bohemians

ARTIST, 2019

Interactive illustrated website and album cover (featured on the Tonight Show)

Visit Philadelphia, *visitphilly.com*

DESIGNER, 2017–2019

Design, illustration & Animation for Philadelphia's official tourism agency

MajorMega VR

CONCEPT ARTIST, 2017–2018

University of Pennsylvania

GRAPHIC DESIGNER, 2017–2020

Ad materials for School of Design/MFA program.

Philadelphia Flyers NHL team

GRAPHIC DESIGNER / ILLUSTRATOR, 2012–2017

Mural Arts Advocates

DESIGNER, 2017

Graphic design for Hans Haacke's MONUMENT LAB installation.

Block Interval, *blockinterval.com*

ART LEAD & CONCEPT ARTIST, 2014–2017

Concept art, illustration for VR game *Life of Lon*, available on Steam

HUEMOR, *huemor.rocks*

ILLUSTRATOR FOR INTERACTIVE WEB ANIMATION, 2016–ongoing

JK GAMES

ART LEAD, 2015

Super Puck Jam (IOS, Android, Amazon)

32-20 Productions

ILLUSTRATOR, 2013

Love & Terror on the Howling Plains of Nowhere, film

Coyopa Productions

CONCEPT / STORYBOARD ARTIST, 2011

Goodie Goodie Productions

CONCEPT ARTIST, 2008–2013

Trocadero Theatre

ILLUSTRATOR, DESIGNER, 2008

Bachelor of Arts

ART, GRAPHIC DESIGN CONCENTRATION, 2008

Millersville university, Pennsylvania