

GREGORY SEMKOW

Senior Concept Artist

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SUMMARY

Greg has been a freelance concept artist since 2014 working with a wide range of high profile film and video game studios. Greg specializes in environment/set design, keyframe illustration, as well as costume/character design. He possess expert level 2D/3D skills in Photoshop, ZBrush, and Keyshot.

ADG local 800/ CDG Local 892

WORK EXPERIENCE

Blumhouse Productions April - May 2023

“Imaginary” Environment/Set Design, Keyframe Illustration

Apple TV November 2022 - February 2023

“Foundation” Season 3 Character/Costume Design

Amazon Studios July 2022 - November 2022

“Red One” Character/Costume Design, Creature Design

Lucasfilm April 2022 - May 2022

“Ahsoka” Character/Costume Design

LionsGate February 2022 - March 2022

“The Continental” Environment/Set Design, Keyframe Illustration

Ubisoft Redstorm September 2020 - March 2022

“The Division: Heartland” - Environment Design/ Keyframes/ Character Design/Weapon Design

“Mythic Quest” Set Design/ Character/Costume Design

Netflix August 2021 - October 2021

“Rebel Moon” Feature Film

Character/Costume Design

Netflix July 2021 - September

“The Curse of Bridge Hollow” Feature Film

Environment Design/Creature Design

Blumhouse Productions May 2021 - June 2021

“Imaginary” Feature Film - Character/Costume Design, Creature Design

Nickelodeon August 2020 - September 2020

“Are You Afraid Of The Dark” - Creature/Costume Design, Keyframe Illustration

Constantin Films March 2020 - July 2020

“Danger Girl” - **Film pitch** - Keyframe Illustration, Character/Costume Design

Devolver Digital August 2019 - Oct 2019

“Ragnorium” - Environment Design/ Promotional Artwork

Gaia TV February 2020 - April 2020

Character and Environment Design, Keyframe Illustration

Sony Pictures/Blume House Production Oct 2018 - Dec 2018

“Fantasy Island” - Set/Environment Design, Keyframes, Characters/Costumes

Ubisoft Redstorm/ San Francisco Feb 2018 - March 2018, July 2018 - Oct 2018

Concept Design - Environments and Characters

GameInformer Magazine Oct 2017 - Jan 2018

Cover Illustration

Aaron Sims Company July - Sept, Nov 2016, March 2017

Keyframe illustration

Character/Costume and Creature design

Sony Pictures February 2016 - May 2016

Environment Concept Design, Keyframe Illustration

Studio 8 - Alpha (feature film) - Director Albert Hughes July 2015 - Jan 2016

Lead Concept Artist

Set Design/ Keyframe illustration

Ubisoft Redstorm “WereWolves Within” May 2015 - June 2015

Environment Design

Sony Pictures Dec 2014 - March 2015

Environment design

Wizards of the Coast Dec 2014

Environment Design

EDUCATION

CGMA
Gnomon Online