

RESUME – MALTE BURUP

CONTACT:

The Outer Zone
c/o Malte Burup
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2016:

- Developing **Floralia** – a narrative puzzle-platform game.
- Graduated Master of Arts from **The Royal Danish Academy of Fine Arts (Game Art and Development)**

2015:

- Released **Sofus and the Moonmachine** (which won 3 prizes at **Spilprisen 2016**)

2014:

- Created the company **The Outer Zone**.
- Book illustrator at **Mindspace**.
- Concept designer and graphics artist at game company **Chroma Studios Copenhagen**.
- Visual designer on the game SCOUTS! at **DADIU**.

2013:

- Concept artist at **Wired Fly**.
- Illustrator on interactive childrens book by Merete Pryds Helle.

2012:

- Concept artist og 3D artist at **BetaDwarf**.
- 3D artist at **Tactile Entertainment**.
- Graduated **Bachelor** at **The Animation Workshop** (CG Artist - Graduation film "Load")

2011:

- Background artist on **Deponia** at **Daedalic Entertainment** in Hamburg
- Directed the short film "Fangst" at **Open Workshop**.

2010:

- CG artist on a game at **DADIU**.

2008:

- Started at **The Animation Workshop** in Viborg.
- Graphics course at **Viborg Media School**.

2007:

- Attended **Drawing Academy** in Viborg.

2006-2007:

- Student at **European Film College** in Ebeltoft.