

KIRSTIN HERBST

CONCEPT ARTIST / ILLUSTRATOR

CONTACT

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647-521-6055
mousepotatostudio.com

Experienced Concept Artist and Illustrator for the entertainment industry. Proven ability to meet deadlines and accommodate revisions with a high degree of competence, working both on site and remotely.

PRIMARY SOFTWARE

Adobe Photoshop
Zbrush
Blender
Daz Studio

EDUCATION AND CERTIFICATIONS

RYERSON UNIVERSITY

Bachelor of Fine Arts - Film
Emphasis in Production Design

CURTIN UNIVERSITY, AUSTRALIA

Film and Television Exchange

+ARTISTIC TRAINING

Environment Concept Art for Games
Ken Fairclough, 2018

Photo Real Matte Painting
David Luong, 2016

Concept Art: From 2D to 3D
Luca Nemolato, 2015

Environment Design
Kalen Chock, 2014

Character Design
Mech Design
Anthony Jones, 2014

Environment Design for Games and Film
Simon Scales, 2014

Life Drawing: Movement and Form
Samantha Youssef, 2013

Perspective and Structural
Drawing for the Visual Arts
Dale Desrochers, 2013

EXPERIENCE

DIRECTORS GUILD OF CANADA (DGC) - ART DEPARTMENT

2016 - Present

1ST ASSISTANT ART DIRECTOR - CONCEPT ILLUSTRATOR

- Star Trek Discovery (Season 2) - CBS, 2018
- Star Trek Discovery Shorts - CBS, 2018

2ND ASSISTANT ART DIRECTOR - CONCEPT ILLUSTRATOR

- Star Trek Discovery (Season 2) - CBS, 2018
- Star Trek Discovery (Season 1) - CBS, 2017

TRAINEE ASSISTANT ART DIRECTOR

- Star Trek Discovery (Season 1) - CBS, 2016

KEY ON SET CONTACT LENS TECHNICIAN

2014 – 2016

- The Strain (Seasons 1, 2, 3) - FX, 2014
- Reign (Season 3) - CBS, 2015
- 11/22/63 (Mini-series) - Hannah Rachel Prod Ltd, 2015
- Minority Report (Season 1) - 20th Century Fox, 2015
- Hannibal (Seasons 2, 3) - GEP, 2014, 2015
- Orphan Black (Seasons 3, 4) Temple Street/BBC/Bell, 2014
- Additional Credits Available on Request

PRODUCTION ASSISTANT

2012 – 2013

- Credits Available on Request

LOCATION SUPPORT PERSONNEL

2011- 2012

- Credits Available on Request

GRAPHIC DESIGNER

2011

- Ryerson University

MULTIMEDIA DESIGNER

2010-2011

- Vital Steps

INTERESTS

Gaming, Photography, History, Architecture, Robotics