

Coco Apunnguaq Lyngé

coco.lyngé@gmail.com

www.bycocoa.com

Summary

Skilled across styles, genres and media, with over 6 years of experience in creating characters and illustrations with a focus on storytelling. Great at time management, adept at collaboration and self-reliance. Experienced in Procreate, ZBrush, Autodesk Maya, adobe: Photoshop, Illustrator and InDesign.



Work experience

Freelance artist, Coco a., Denmark 2018 - Current

Adept at problem solving for varying project types and sizes.

Successfully worked with clients and art directors globally, including an indie animation project, art museums, book and philatelic publishers.

In-house artist, Mood Visuals, Copenhagen, Denmark 2021 June - 2023 July

- *Concept Artist* : 2022 Oct - 2023 Jul
- *Jr. Concept Artist* : 2022 Feb - Sep
- *Intern Artist* : 2021 Jun - Dec

Trained in character design varying from stylized to photobashed.

Experienced in teamwork and self-reliance, with loose and tight deadlines.

Worked on development and final designs for several AAA games.

Character designer & 3D modeler, The Animation Workshop, Denmark 2020 - 2021

Short film project "*Apex Point*"

Art Director, The Animation Workshop, Denmark 2019 - 2020

Non-profit 3D commercial NGO short film "*Single Use Friend*" for Plastic Change

Art Director, The Animation Workshop, Denmark 2019

Short film for children ages 3-5 : "*A Dental Dilemma*"

Books

2024 **Gampy's Chair** : Annick Press, Canada

2023 **The Scarf and the Butterfly** : Inhabit Education, Canada

2022 **Counting Arctic Animals** : Inhabit Media, Canada

2022 **Mythical Monsters of Greenland** : Glacim House, Greenland

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- 2021 **Ukatakut Qimaaneq** : Uddannelsesstyrelsen, Greenland
- 2020 **Ukatakut Kussuk** : Uddannelsesstyrelsen, Greenland
- 2020 **Natsinnguaq Apataqut / Den lille sæl Apataqut** : Milik Publishing, Greenland
- 2018 **Bestiarium Groenlandica** : Glaciem House, Milik Publishing , Greenland

Education

Bachelor of Arts, Computer Graphic Arts

2018 - 2021

The Animation Workshop, Viborg, Denmark

Educated in storytelling techniques, art fundamentals and proficient in Autodesk Maya, ZBrush, Procreate, Adobe: Photoshop, Premiere, Illustrator & InDesign.

Art directed and developed projects in close collaboration with the animation program.