

# Thomas Pringle

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<b>Film Work:</b>	<b>Clients:</b>	<b>2007-Present</b>
	<b>Transformers: The last Knight (Paramount), Concept Artist</b> <i>Production Designer: Jeffrey Beecroft</i>	
	<b>Star Trek Discovery (CBS), Concept Artist</b> <i>Production Designer: Todd Cherniawsky</i>	
	<b>A Quiet Place (Paramount), Concept Artist</b> <i>Production Designer: Jeffrey Beecroft</i>	
	<b>Bumblebee (Paramount), Concept Artist</b> <i>Production Designer: Jeffrey Beecroft/Sean Haworth</i>	
	<b>Fantastic Voyage (Fox), Concept Artist</b> <i>Production Designer: Paul Austerberry</i>	
	<b>Jungle Cruise (Disney), Concept Artist</b> <i>Production Designer: Jean Vincent Puzos</i>	
	<b>Neuromancer (Fox), Concept Artist</b> <i>Director: Tim Miller</i>	
	<b>Fantastic Four (Fox), Concept Artist</b> <i>Production Designer: Ben Procter</i>	
	<b>Cloud Atlas (Kinowerks), Concept Artist</b> <i>Production Designer: Hugh Bateup/Uli Hanisch</i>	
	<b>Tron: Uprising (Disney), Concept Artist</b> <i>Production Designer: Alberto Mielgo</i>	
<b>Work Experience (In-House)</b>	<b>Senior Concept Artist, Bioware</b> <i>Montreal, Quebec, Canada</i> Mass Effect: Andromeda	<b>2014-2016</b>
	<b>Senior Concept Artist, Digital Extremes</b> <i>London, Ontario, Canada</i> Darksector, Bioshock 2, Darkness II, Star Trek, Pitch work	<b>2006-2012</b>
<b>Education</b>	<b>Visual Design and Illustration, Master's Degree</b> <i>School of Design, Denmark</i> Graduated with Honours	<b>2000-2006</b>
	<b>Exchange student</b> <i>Central Academy of Fine Arts (CAFA), Beijing, China</i>	<b>2004</b>