

# Thomas Pringle

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Film Work:      Clients:      2007-Present

**Star Trek Pickard (CBS), Concept Artist**

*Production Designer: Todd Cherniawsky*

**6 Underground (Netflix), Lead Illustrator**

*Production Designer: Jeffrey Beecroft*

**Pet Sematary (Paramount), Concept Artist**

*Production Designer: Todd Cherniawsky*

**Transformers: The last Knight (Paramount), Concept Artist**

*Production Designer: Jeffrey Beecroft*

**Star Trek Discovery (CBS), Concept Artist**

*Production Designer: Todd Cherniawsky*

**A Quiet Place (Paramount), Concept Artist**

*Production Designer: Jeffrey Beecroft*

**Bumblebee (Paramount), Concept Artist**

*Production Designer: Jeffrey Beecroft/Sean Haworth*

**Fantastic Voyage (Fox), Concept Artist**

*Production Designer: Guillermo Del Toro & Paul Austerberry*

**Jungle Cruise (Disney), Concept Artist**

*Production Designer: Jean Vincent Puzos*

**Neuromancer (Fox), Concept Artist**

*Director: Tim Miller*

**Fantastic Four (Fox), Concept Artist**

*Production Designer: Ben Procter*

**Cloud Atlas (Kinowerks), Concept Artist**

*Production Designer: Hugh Bateup & Uli Hanisch*

**Tron: Uprising (Disney), Concept Artist**

*Production Designer: Alberto Mielgo*

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Video Game      Senior Concept Artist, **Bioware**  
Work:              Montreal, Quebec, Canada  
(In-House)        Mass Effect: Andromeda

2014-2016

**Senior Concept Artist, *Digital Extremes*** **2006-2012**  
*London, Ontario, Canada*  
Darksector, Bioshock 2, Darkness II, Star Trek, Pitch work

**Video Game Work: (Freelance)** **Senior Concept Artist, *Pringleart*** **2010-Present**  
*London, Ontario, Canada*  
**Selected List:**  
Deus EX Mankind Divided, Thief 4, Infamous Second Son, Call of Duty Black Ops, Halo 4, Hitman, As well as many pitch projects.

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**Education** **Visual Design and Illustration, *Master's Degree*** **2000-2006**  
*School of Design, Denmark*  
Graduated with Honours

**Exchange student** **2004**  
*Central Academy of Fine Arts (CAFA), Beijing, China*