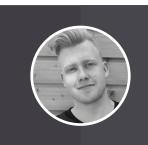
LARS VAN DER ZWAARD

GAME ARTIST



I AM A MOTIVATED, CREATIVE
GAME ARTIST LOOKING FOR A
PROFESSIONAL ENVIRONMENT
IN WHICH I CAN TURN MY
PASSION INTO WORK!

SOFT SKILLS

CREATIVITY
COMMUNICATION

TEAM WORK

ADAPTABILITY

TIME MANAGEMENT

PROBLEM SOLVING

ABILITY TO WORK UNDER

PRESSURE

DECISION MAKING

PERSISTENCE

WORK EXPERIENCE

CO-FOUNDER, GAME ARTIST & GAME DESIGNER

SWORD GC | BREDA | 2016 - 2018

Concept art, Game assets, UI, VFX, Animations Level design, Gameplay, UI Design

EDUCATION

GAME ART

BREDA UNIVERSITY OF APPLIED SCIENCES | 2015 - 2019 Graduated

GAME ART

HOGESCHOOL VOOR DE KUNSTEN UTRECHT | 2013 - 2015 Propedeuse

MEDIAVORMGEVEN GAME DESIGN

GRAFISCH LYCEUM ROTTERDAM | 2008 - 2012 Graduated

HARD SKILLS

SOFTWARE



Ai





ART





Photoshop



M

LANGUAGE







Ae

After Effects

+31 (0)6 28 25 04 24