



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



Photoshop



Illustrator



Indesign



Spine



Unity



Maya



Unreal Engine



Substance D.



After Effects

ART



2D Art



3D Art



Animation

LANGUAGE



Nederlands



Engels