

Gerben Pasjes

Concept artist

gerbenpasjes.com
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0031 618772130
Netherlands

3+ years of professional experience
working in-house and freelance

PROFICIENCIES

Environments and props
Graphic design
Communication

PROGRAMS USED

Photoshop
Basic knowledge of Maya, MODO
Unreal Engine 4, Unity3D
Keyshot
Sketchup

OTHER STUFF

Dutch Game Award winner
Multiple gamejams completed
Amateur photographer
Graphic and logo design

WORK HISTORY

KeokeN Interactive, Hoofddorp, Netherlands

Concept Artist, Sep 2016 - Jan 2018

Deliver Us The Moon

Lead responsible for the visual designs and art direction of the project

Art directed a junior team of level designers and 3D artists

Heavy narrative and level design involvement

Responsible for the lighting in the first levels

Created and implemented (2D) assets in Unreal Engine 4

Created blockmeshes and placeholders in levels

Mentored a new employee

Lead responsible for the visual style of the user interface

Team6 Game Studios, Assen, Netherlands

Concept Artist, Feb 2015 - Jul 2016

Multiple game projects ranging from mobile to PC to Console

Worked on 7 games of varying sizes (5 shipped)

Art lead for 2 projects

Designed 2 interfaces for mobile and console

Spearheaded an agile planning method

EDUCATION

Saxion University of Applied Sciences, Enschede, Netherlands

Bachelor of Science, Sep 2012 - Feb 2017

Game Design and Production

Taught myself concept art and design along with the standard curriculum

Worked on 7 student projects, 3 of which with real clients

Recommendation letter available on request