



RESUME

GERBEN PASJES

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*To enable people to create things that are bigger than themselves,
by solving problems and creating art that is worthwhile.*

EXPERIENCE

NEP The Netherlands

01/2019 - present

Art lead, designer, concept artist for virtual productions

Designed several virtual environments for one-off and continues productions
Pitch, present work, and guide (would-be) clients several times a week
Create engaging concept art for both client and team
Built relationships with sales and project management to improve the art process
Developed a new workflow that works with a complicated pipeline

Jora Vision

04/2018 - 12/2018

Concept artist, illustrator, designer for themeparks

Involved in concept design and masterplanning of parks
Prototyped and implemented several new workflows
Worldbuilding for creative direction

KeokeN Interactive

09/2016 - 02/2018

Art director, concept artist on Deliver Us The Moon

Art directed a junior team (9p)
Direct involvement in narrative, level, user interface design
Lighting artist for opening levels (benchmark quality)
Created and implemented 2D and 3D assets in Unreal Engine 4
Mentored a new employee

Team6 Game Studios

02/2015 - 07/2016

Concept artist, art director on various games

Worked on 5 shipped titles ranging from mobile to PC to console
Art lead for 2 games
Designed mobile and console interfaces
Spearheaded an agile planning method
Adapted to different art styles for different projects

EDUCATION

Saxion University of Applied Sciences

09/2012 - 02/2017

Bachelor of Science, graduated with grade 9/A*/A+
Game development major, self-taught concept artist
Worked on 7 student projects, 3 of which with real clients

AWARDS

Dutch Game Awards - Best Economic Achievement 2017
Deliver Us The Moon - Best Adventure Game - Dreamhack Indie Playground 2018
Deliver Us The Moon - Art Gallery Official Selection - Dreamhack 2018

OTHER

Avid gamejam participant
Graduation coach - mentored a Bachelor of Science student
Interest in worldbuilding, philosophy, and systems

PROFICIENCIES

Strong verbal and written communication skills, space design, environments and props,
graphic design

SOFTWARES USED

Photoshop, Blender, Cinema4D, Maya, MODO, Unreal Engine 4,
Keyshot, SketchUp, Octane, Unity3D, Perforce

Letters of recommendation available on request