



Gerben Pasjes

Art director and concept artist
with a technical streak

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PROFICIENCIES

Strong communication skills
Environment and prop design
Previsualisation
Deep know-how of artist workflows
Technical affinity for game engines
Systems thinker

SOFTWARES

Unreal Engine 5
Unreal Engine 4
Blender
Photoshop
Perforce
Jira, Trello
Unity

PERSONAL

Avid gamejam participant
Developing personal projects
Futurism
History
Philosophy
[Writing](#)

WORK EXPERIENCE

KeokeN Interactive

Art Director & Lead Concept Artist 10/2020 - present

"Deliver Us Mars" & "Unannounced"

- Responsible for developing the final look and feel of each level
- Evolving and further defining the art style
- Responsible for the creation of concept art, briefings for in-house artists, freelancers and external vendors
- Creating specialized assets using simulation, animation and VFX
- Closely involved with improving artist workflows, primarily by making Editor Utility Widgets, as well as improving project organisation, introducing shared modeling libraries, and new tools for unwrapping
- Spearheaded the effort to update new and legacy assets to PBR standards
- Creating shippable VFX, lighting, 2D and 3D game assets, vistas, sky art, marketing art, UI art, and level sequences in UE4
- Contributing to improving performance on all platforms
- Closely involved with the other departments to weigh in on game design, narrative and audio
- Interviewed and hired various talent
- Spearheaded a company wiki
- Did initial to final lighting of an entire vertical slice level

NEP The Netherlands

Art Teamlead & Concept Artist 01/2019 - 09/2020

Virtual productions, virtual events and other media projects

- Designed environments for one-off and continuous virtual productions in UE4
- Developed many concepts and pitched them to (prospective) clients
- Worked closely with the lead creatives of clients several times a week
- Worked with several high profile clients like Nike, Al-Jazeera, Eurovision, ASML
- Improved the relationship between the art, sales and project management departments to strengthen the creation pipeline and client acquisition
- Managed a team of around 6 artists' planning and personal development
- Contributed to award winning show *Extreme E*, most notably Outstanding Production Achievement from SVG Europe

Jora Vision

Concept Artist & Designer 04/2018 - 12/2018

Several themeparks and (interactive) exhibitions

- Created illustrations, concept design and masterplanning for real life experiences
- Contributed to the THEA Award winning project *QUAKE Lisbon*

KeokeN Interactive

Lead Concept Artist 09/2016 - 02/2018

"Deliver Us The Moon"

- Created concept art for practically all elements of the game
- Designed and created a fully immersive navigation system using decals
- Lighting artist for opening levels (benchmark quality) in Unreal Engine 4
- Direct involvement in narrative, level, and user interface design
- Created a variety of UI, 2D and 3D assets
- Award-winning project, most notably the NAVGTR Outstanding Game Special Class 2020 and the Dutch Game Awards' Best Debut Game

Team6 Game Studios

Concept Artist 02/2015 - 07/2016

"Monster Jam: Battlegrounds" and a number of other titles

- Worked on 5 shipped projects ranging from PC to console to mobile
- Art lead for 2 projects

EDUCATION

Saxion University of Applied Sciences

Bachelor of Science 09/2012 - 02/2017

Game Creation and Producing major, graduated with A+