

## Gerben Pasjes

### Concept artist/designer

drawingmoose.com  
gerben.pasjes@hotmail.nl  
0031 618772130

Amsterdam Area, Netherlands

2,5+ years of professional experience  
working in-house and freelance

#### PROFICIENCIES

Architecture  
Environments and props  
Graphic design

#### PROGRAMS USED

Photoshop  
Basic experience with 3D packages  
Unreal Engine 4  
Unity3D  
Keyshot  
Sketchup

#### OTHER STUFF

Dutch Game Award nominee  
Multiple gamejams completed  
Amateur photographer  
Graphic and logo design  
Mobile asset modeling/texturing

## WORK HISTORY

### KeokeN Interactive, Hoofddorp, Netherlands

Concept Artist, Sep 2016 - Current

#### *Deliver Us The Moon*

Lead responsible for the visuals and designs of the project

Heavy narrative involvement

Occasionally working as environment/lighting artist

Responsible for the look of the cutscenes

Implemented and placed (2D) assets in Unreal Engine

Created blockmeshes and placeholders in levels

Mentored a new employee

### 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 aside the standard curriculum

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