



## RESUME

GERBEN PASJES

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### EXPERIENCE

#### **Jora Vision**

04/2018 - Present

*Concept artist, illustrator, designer*

Involved in concept design and masterplanning of parks  
Prototyped and implemented several new workflows  
Worldbuilding for creative direction  
Involvement from early concept development stages to final delivery

#### **KeokeN Interactive**

09/2016 - 02/2018

*Lead concept artist, art director on Deliver Us The Moon*

Studio lead for visual design and art direction  
Art directed a junior team of level designers and 3D artists (5p)  
Direct involvement in narrative and level design  
Lighting artist for opening levels (benchmark quality)  
Graphic design and implementation of 2D assets in Unreal Engine 4  
Modeling and implementation of 3D placeholder assets  
Mentoring a new employee  
Lead for the visual style and implementation of the user interface

#### **Team6 Game Studios**

02/2015 - 07/2016

*Concept artist and art director on various games*

Shipped 5 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

### OTHER

Avid gamejam participant  
Graduation coach - Mentored a Bachelor of Science student  
Dutch Game Awards - Best Economic Achievement 2017  
Interest in worldbuilding, philosophy, and painting

### PROFICIENCIES

Space design, environments and props, graphic design, strong verbal and written communication skills

### SOFTWARE USED

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