



RESUME

Gerben Pasjes

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EXPERIENCE

KeokeN Interactive

10/2020 - present

Art director, lead concept artist for Deliver Us Mars

- Responsible for the creation of visual targets, concept art, and briefings for in-house artists, freelancers and external vendors
- Directly involved as game artist creating shippable VFX, Niagara systems, lighting, 2D and 3D game assets, vistas, sky art, marketing art, UI art, and level sequences in Unreal Engine 4
- Closely involved with optimisation, improving artist workflows, kickstart new workflows
- Closely involved with the other leads to weigh in on game design, narrative and audio

NEP The Netherlands

01/2019 - 09/2020

Art team lead, concept artist for virtual productions

- Designed environments for one-off and continuous virtual productions using Unreal Engine 4
- Develop, pitch, and guide (prospective) clients several times a week
- Built relationships with sales and project management to improve the art process
- Worked with several high profile clients like Nike, Al-Jazeera, Eurovision, ASML

Jora Vision

04/2018 - 12/2018

Concept artist, illustrator, designer for themeparks

- Involved in concept design and masterplanning of parks

KeokeN Interactive

09/2016 - 02/2018

Lead concept artist for Deliver Us The Moon

- Created concept art for most areas and props of the game using 2D and 3D workflows
- Direct involvement in narrative, level, and user interface design
- Lighting artist for opening levels (benchmark quality) in Unreal Engine 4
- Created and implemented 2D and 3D assets
- Mentored new employees

Team6 Game Studios

02/2015 - 07/2016

Concept artist for various games & platforms

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

EDUCATION

Saxion University of Applied Sciences

09/2012 - 02/2017

Bachelor of Science (Game Creation and Producing major) graduated with grade A+

AWARDS

Deliver Us The Moon - Best Debut Game Winner - Dutch Game Awards 2020
Deliver Us The Moon - NAVGTR Winner - Outstanding Game Special Class 2020
Deliver Us The Moon - Best Adventure Game Winner - Dreamhack 2018
Deliver Us The Moon - Art Gallery Official Selection - Dreamhack 2018

PROFICIENCIES

Strong verbal and written [communication skills](#), spatial design, environments and props, previs, in-depth knowledge of artist workflows

SOFTWARES

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

OTHER

Avid gamejam participant, developing personal projects
Interest in futurism, history, philosophy and writing

Letters of recommendation available on request