



Gerben Pasjes

10 years of industry experience from indie to AA and AAA. I've developed new IP from the ground up and respectfully handled existing IP for modern audiences, with teams both small and large, be it in-house, co-dev, and outsourcing.

With hands-on artistic, technical, and design skills I'm comfortable tackling challenges big and small.

My goal is to make interesting and technically competent games with a presentation that lets them stand out from the crowd.

PROFICIENCIES

Strong communication skills
Environment and prop design
Previsualisation

In-depth knowledge of artist workflows
Technical affinity for game engines
Systems thinker

SOFTWARE

Unreal Engine (UE5, UE4), Unity
Blender, Photoshop
Perforce

Jira, Trello, Miro, Confluence

PERSONAL

Avid [gamejam](#) participant
[Making my own games](#)
[Architecture](#) & History
Philosophy & [Writing](#)
[Game art research](#)
Photography

CONTACT

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WORK EXPERIENCE

d3t - A Keywords Studio

Associate Art Director

10/2023 - Present

Stylized UE5 FPS AAA remake of beloved IP

- Responsible for art directing two new levels/locations, new game design features, and new characters that do justice to the original game
- Educating the team on UE5 features crucial to Lumen and Nanite
- Building in-engine tools to improve developer efficiency and quality
- Large involvement in the creation and documentation of Blueprint systems like light fixtures, invisible emissives, and related Lumen variables
- Large involvement in defining the post-processing look of the game
- Direct involvement in level design and prototyping
- Communicating art & design direction to multiple teams across the globe using Miro
- Line manager for a small concept art team

1980s inspired AA UE5 narrative horror game

- Responsible for art directing and leading a team of 6 outsource artists and 3 in-house artists, reporting to the project art director
- Solely responsible for the in-game creation of the game's main hub level with concept art, set dressing, lighting, managing the playspace, and world animation
- Managing outsource art planning, delivering feedback, and act as the team's voice to the client
- Created several in-game Blueprint systems for weather, emissives, VFX, skyboxes, and optimised existing Blueprint systems
- Developed a fully featured master material using layers, vertex colors and tiling textures
- Created in-engine tools to aid in the optimisation process
- Streamlined and documented asset creation and conversion processes for outsourcing
- Worked with the rendering engineer to optimise graphics features like VSMs and Distance Fields

KeokeN Interactive

Art Director & Lead Concept Artist

10/2020 - 09/2023

Deliver Us Mars & two other UE5 projects

- Evolved and expanded the art style and fidelity of the Deliver Us franchise
- Created concept art, briefings for in-house artists, freelancers and external vendors
- Improved artist workflows in DCC and introducing shared modeling libraries
- Developed several in-engine tools using Editor Utility Widgets
- Spearheaded the effort updating legacy assets to PBR standards
- Hands-on with creating shippable VFX, lighting, 2D and 3D game assets, skyboxes and vistas, marketing art, UI art, and level sequences
- Closely involved with the other departments designing the game
- Interviewed and hired various talent
- Enabled a small art team to deliver roughly 8 hours of linear gameplay across 8 varied levels

NEP The Netherlands

Art Teamlead & Concept Artist

01/2019 - 09/2020

Virtual productions, virtual events and other media projects

- Designed environments, VFX, props for one-off and continuous virtual productions in UE4
- Pitching to and working closely with lead creatives of clients like *Nike* and *EuroVision*
- Managed a team of around 6 artists' planning and personal development
- Contributed to award winning show *Extreme E*

Jora Vision

Concept Artist & Designer

04/2018 - 12/2018

Several themeparks and (interactive) exhibitions

- Created illustrations, concept design and masterplanning for real life experiences

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 & a number of other titles

- Worked on 5 shipped projects ranging from PC to console to mobile

EDUCATION

Saxion University of Applied Sciences

Bachelor of Science

09/2012 - 02/2017

Game Creation and Producing major, graduated with A+