

# Gerben Pasjes

Concept designer based in the Amsterdam Area, The Netherlands

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Czaar Peterstraat 69, 1506 SM  
Zaandam, The Netherlands



1,5+ years of experience as concept artist

## Experience

Keoken Interactive

- Concept artist intern ([September 2016 - current](#))

Currently working on Deliver Us The Moon

Team6 Game Studios

- Concept artist part-time ([July 2015 - August 2016](#))

Created 2D game assets, concept art, art direction, UI/UX design

Worked on 5 shipped titles

- Concept artist intern ([Januari 2015 - June 2015](#))

Created 2D and 3D game assets, concept art, art direction, UI/UX design, logos

Fully responsible for the look of 1 published game

## Other Experience

- Created levels in multiple games, focusing on creating a visually interesting environment
- Worked on more than 10 school- and gamejam projects, some of which won prizes
- Creating promotional posters for events

## Skills

- Concept design, illustration, 3D modeling
- Experience working in Adobe [Photoshop](#), Autodesk [Maya](#), Luxology [Modo](#) and [Unity3D](#)
- Experience working on 7th and 8th generation [console](#) games, [PC](#) games, [mobile](#) games and [web](#) games
- Experience working in-house and freelance with a diverse team
- Photography

## Education

Saxion University of Applied Sciences  
([September 2012 - current](#))

- Game Creation and Production  
Full time Bachelor's degree

Stenden University of Applied Sciences  
([September 2011 - September 2012](#))

- Computer Science

University of Cambridge ([May 2011](#))

- Cambridge ESOL course  
Grade A at Level 2