



WORK EXPERIENCE

- Colorbleed | Utrecht, the Netherlands** Jun 2018 - Jul 2018
Freelance Concept & Storyboard Artist
Working Title (2018)
- Studio Roosegaarde | Rotterdam, the Netherlands** May 2018 - Jul 2018
Freelance Concept Artist
Project Hangzhou (2018)
- Smoke & Mirrors | Amsterdam, the Netherlands** Mar 2018 - Mar 2018
Freelance Compositor
- Smoke & Mirrors | Amsterdam, the Netherlands** Feb 2018 - Feb 2018
Freelance Digital Matte Painter
- The Future Group | Oslo, Norway** Jan 2018 - Jan 2018
Freelance Concept Artist
Lost in Time
- Guerrilla Games BV | Amsterdam, the Netherlands** Apr 2017 - Oct 2017
Freelance Storyboard Artist & Cinematics Artist
Horizon Zero Dawn: The Frozen Wilds (2017)
- Guerrilla Games BV | Amsterdam, the Netherlands** Apr 2016 - Mar 2017
Freelance Cinematics Artist
Horizon Zero Dawn (2017)
- Studio Roosegaarde | Rotterdam, the Netherlands** Nov 2015 - Apr 2016
Freelance Concept Artist
Icoon Afsluitdijk & Glowing Nature
- Other companies** 2005 - 2015
A2 Studio - Filmmore - More Than Live - MCW Studios -
Blokker - Albert Heijn - Coloured Consultancy - JOLO

EDUCATION

- Nederlandse Filmacademie | Amsterdam, the Netherlands** 2011 - 2015
Visual Effects & Interactive Media
The Space Between Us (2015) - Panopticum (2014)
- Grafisch Lyceum Rotterdam | Rotterdam, the Netherlands** 2007 - 2011
Media Design & Animation
Niburu (2011)

INTEREST

- Concept Art
- Digital Matte Painting
- Compositing
- Storyboarding
- Film & Games
- 3D Animation

ABOUT ME

More than 4+ years of work experience in the Film and Gaming industry, I have worked on major projects such as the Playstation 4 game Horizon Zero Dawn (2017) and Dutch Feature films Surprise and Gluckauf.

Collaborate with other independent artists on short films and creative projects. Completed the Film Academy (Amsterdam) in 2015 with "the Space Between Us" I have a keen understanding of how pre-production and post-production rolls in a professional work environment.

MY SKILLS

- Narrative storytelling
- Strong communication skills and interpersonal skills
- Very motivated and keen to learn new techniques
- Working in a teambased environment
- Pre-production and Post-Production pipeline
- Focused on conceptual and result

SOFTWARE

Proficient in:
Adobe Creative Suit
The Foundry Nuke
The Foundry Mari
Autodesk Maya
Autodesk MotionBuilder
Perforce

Knowledge of:
Autodesk 3Dmax
Autodesk Mudbox
Pixologic Zbrush
3D equalizer
PF Track
Speedtree Cinema

MAJOR PROJECTS

Icoon Afsluitdijk (2017) - Event
HZD: The Frozen Wilds (2017) - Game DLC
Horizon Zero Dawn (2017) - Game (Playstation 4)
Cargo (2016) - Short Fiction Film
The Space Between us (2015) - Short Fiction Film
De Surprise (2015) - Feature Film
Gluckauf (2015) - Feature Film
Hollands Hoop (2015) - TV Series

HOBBIES

- Drawing
- Football
- Swimming
- Traveling