

SASKIA DE KLERK



PERSONAL INFO

 28 October 1995
Spijkenisse, The Netherlands

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 <https://www.saskle.com/>

SOFTWARE

Adobe Photoshop, Indesign,
Illustrator, After Effects,
Animate

Spine
Procreate
Blender

MS Office Suite

LANGUAGES

Dutch

Native

English

Professional level
(Anglia Proficiency C1)

German, French

Intermediate level (B1)

WORK EXPERIENCE

2019 -

Freelance illustrator & character designer

Illustrations and concept art for video games, game jams, selling art products on conventions, managing online shop

FEBRUARY 2018 - JUNE 2018

2D artist internship at Abbey Games

Concept art, character design, in-game assets and animations for *Renowned Explorers* and *Godhood*

EDUCATION

2014 - 2019

Bachelor Illustration (Design)

Willem de Kooning Academy, Rotterdam.

SEPTEMBER 2017 - JANUARY 2018

Minor Game Design & Development

Rotterdam University of Applied Sciences

FEBRUARY – JUNE 2017

Erasmus exchange program to Vysoká škola uměleckoprůmyslová v Praze (UMPRUM)

Prague, Film & TV Graphics studio (animation).

2008 - 2014

Pre-University Education at PENTA college CSG Scala Rietvelden, Spijkenisse.