



# SASKIA DE KLERK




## PERSONAL INFO

 28 October 1995

 Madeliefstraat 59C  
3083 TD Rotterdam  
The Netherlands

 info@saskle.com

 +31 6 29 46 61 75

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

 [LinkedIn profile](#)

## SOFTWARE

Adobe Photoshop, Indesign,  
Illustrator, After Effects,  
Animate

Spine  
Procreate  
Blender  
Git / Sourcetree

## HOBBIES

Analog Photography

Web Design

Cooking & Baking

## WORK EXPERIENCE

2019 -

### Freelance Illustrator & 2D Game Artist

- Game assets, concept art for video games, game jams
- Selling art products at conventions and on [Etsy](#)

FEBRUARY 2021 -

### Freelance Designer for [Karuta](#), Anime TCG Discord bot

- Pitching ideas and designs for card frames
- illustrating approved card frame designs

JULY 2020

### Freelance 2D Game Artist at [Abbey Games](#)

- Designing 30 UI icons, 9 treasure items and 3 island map illustrations in just a week for the release of *Godhood*

APRIL 2020 - MAY 2020

### Freelance Concept Artist for an unannounced project

- Visualizing high-level concepts for the world of the game
- Designing mock-up screens and UI

SEPTEMBER 2019 - JANUARY 2020

### Freelance Concept Artist for [VR Giants](#)

- Designing level layouts and props keeping specific gameplay requirements in mind

FEBRUARY 2018 - JUNE 2018

### 2D artist internship at [Abbey Games](#)

- Animating characters in Spine
- Redesigning nature assets and the battle screen UI
- Designing customisable pieces for characters
- Researching art implementation improvements
- Designing characters, background illustrations and animations for *Renowned Explorers*

## EDUCATION

2014 - 2019

### Bachelor of Design (Illustration)

Willem de Kooning Academy, Rotterdam.

SEPTEMBER 2017 - JANUARY 2018

### Minor Game Design & Development

Rotterdam University of Applied Sciences