


# SASKIA DE KLERK




## PERSONAL INFO

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 28 October 1995

 Kadoelermeer 13  
3068 KE Rotterdam  
The Netherlands

 info@saskle.com

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

 [LinkedIn profile](#)

## SOFTWARE

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Adobe Photoshop, Indesign,  
Illustrator, After Effects,  
Animate

Unity  
Spine  
Procreate  
Blender  
Git / Sourcetree

## HOBBIES

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Analog Photography

Web Design

Cooking & Baking

## WORK EXPERIENCE

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2019 -

### Freelance Illustrator & 2D Game Artist

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

MEI 2022 -

### Freelance Workshop Teacher at [Digital Playground](#)

Running stop-motion animation, game design and film workshops for high school students

FEBRUARY 2021 -

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

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

NOVEMBER - DECEMBER 2020

### Freelance User Interface Consultant voor [Influence, Inc](#)

- Suggesting and pitching improvements for the UI/UX
- Designing icons and vector illustrations

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*

SEPTEMBER 2019 - JANUARY 2020

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

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

## EDUCATION

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2014 - 2019

### Bachelor of Design (Illustration)

Willem de Kooning Academy, Rotterdam.

SEPTEMBER 2017 - JANUARY 2018

### Minor Game Design & Development

Rotterdam University of Applied Sciences