



# BRENDA VAN VUGT

GAME ART//CONCEPT ART//ILLUSTRATIONS



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**First name:** Brenda

**Last name:** van Vugt

**Date of Birth:** 03-11-1992

## PROFILE

Working with my imagination and creativity to bring people entertainment, help or to grab their attention is my absolute passion. I seek my inspiration and material in anything, and try to capture it with my camera wherever I go. I'm very ambitious, I love to learn new things and have worked many times with other people. Because of this I always go for the best results, am flexible and a great team player.

## WORK EXPERIENCE

**Vasco Games** **2D artist** **03/2017-12/2018**  
**Emmen**  
**the Netherlands** Creating and implementing everything from UI to illustration for mobile games and social media/marketing images and videos for the games.

**Firebrush Studios & Flavour** **Freelance 2D artist** **01/2017-02/2017**  
**Utrecht/Amsterdam**  
**the Netherlands** Making assets and concept art for the project 'Can't wait to learn'

**Grotman Games** **2D game and marketing artist** **09/2015-10/2016**  
**Hilversum**  
**the Netherlands** assets, marketing illustrations, trailer video editing and storyboarding

**Triumph Studios** **2D junior concept artist and illustrator** **02/2015-09/2015**  
**Delft**  
**the Netherlands** Concept art, illustrations and (UI)assets

**Speelbaars** **Concept artist and narrative designer** **09/2014-01/2015**  
**Hilversum**  
**the Netherlands** Concept art, worldbuilding, illustration  
Nominated: Dutch Game Awards -  
Best Student Art Direction 2014

# EDUCATION

**HKU university of the Arts Utrecht** **Bachelor Creative Media & Game Technologies** **09/2012-09/2016**  
**Hilversum/Utrecht** 'Game Art' Specialisation  
**the Netherlands**

**Maasland college** **Pre University Education** **09/2005-09/2011**  
**Oss**  
**the Netherlands**

## SKILLS

### Languages

Dutch	Native
English	Professional
German	Elementary

### Functionality

Conceptual art	● ● ● ● ●
Illustration	● ● ● ● ●
2d asset art	● ● ● ● ●
UI design	● ● ● ● ○
Storyboard/narrative design	● ● ● ● ○
Video editing	● ● ● ● ○
graphic design	● ● ● ● ○
webdesign	● ● ● ● ○
2d animation	● ● ● ○ ○
3d asset modeling/ texturing	● ● ○ ○ ○

### Software

Adobe Photoshop	● ● ● ● ●
Painttool Sai	● ● ● ● ●
Unity 3D	● ● ● ● ●
Adobe Premiere Pro	● ● ● ● ○
Adobe After Effects	● ● ● ○ ○
Autodesk Maya	● ● ● ○ ○
Adobe InDesign	● ● ● ○ ○
Wordpress	● ● ○ ○ ○

## ACHIEVEMENTS

Global game jam '14, '15, '16, '17, '18

## AWARDS

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**Square Enix Final Fantasy XIV Fan Art Contest**  
[1st Place in the Leisure category](#)

03/2017

**ENMASSE Tera Europe Autumn/Halloween Loadingscreen contest**  
[One of the winners](#), loadingscreen ended up in the game (Latiel, Fraya)

## VOLUNTEERING

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**Aniway Comic Artist**  
**the Netherlands** Comic Art volunteer for the Aniway diary 14' - 15'

09/2014-01/2015

**Aniway Illustrator**  
**the Netherlands** Illustration volunteer for the Aniway diary 13' - 14'

03/2013-04/2013

## STRENGTHS

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Flexibility

Teamwork

Ambition

Leading/Directing

Perseverance