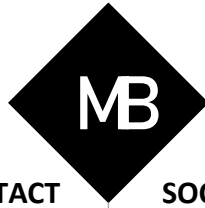


# MARK DE BAKKER

Illustrator. Creature and Character Concept Artist



## CONTACT

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## SOCIAL

**Twitter** : @digitalsurreal

**LinkedIn** : <https://www.linkedin.com/in/mark-de-bakker-209075142/>

**Artstation** : [https://www.artstation.com/mark\\_de\\_bakker](https://www.artstation.com/mark_de_bakker)

## Experience

**Freelance Illustrator  
& Concept Artist**  
2019 – Present

### **MBDesign. The Netherlands**

Remote work for several clients. Privately commissioned artwork. Designs and illustrations for (video) games.

**Concept Art &  
Illustration Intern**  
2018 – 2019

### **Codeglue Games. Rotterdam, The Netherlands**

A 6-month inhouse internship where I worked on Spellbenders, a high fantasy multiplayer online battle arena. Responsible for concept art for major characters and environments, as well as illustrations for marketing purposes.

**2D Artist Intern**  
2017 – 2018

### **Triumph Studios. Delft, The Netherlands**

A 6-month inhouse internship where I worked on Age of Wonders Planetfall , a sci-fi 4X strategy game. Responsible for UI artwork, as well as concept art for characters and environments.

## Education

**MBO Mediavormgever**  
2015 – 2019

### **SINTLUCAS. Eindhoven, The Netherlands**

MBO (comparable to an intermediate vocational education) in games and interactive media design. Study involved a broad range of subjects including 2D art, 3D art, animation and game development.

## Expertise

Adobe Photoshop  
Adobe AfterEffects  
Blender  
Daz studio  
ZBrush