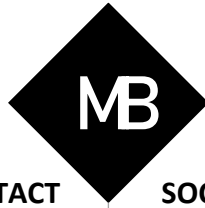


MARK DE BAKKER

Illustrator. Creature and Character Concept Artist



CONTACT

SOCIAL

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Experience

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

MBDesign. The Netherlands

Remote work for several clients, including Blackbirds RPG by Black Triangle Productions. 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