

DESIGN PORTFOLIO

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Art is and always will be my first love. Being able to seamlessly combine it with my interests is the main career goal!

Heavily influenced by comic books and video game concept art by many different artists, I'm constantly in pursuit to further my skills with each project.

Technology has made it possible for me to translate my art into something more with the addition of digital design.

Base knowledge of webdesign evolved the focus to other aspects, such as interface design and creating digital art assets for software.

SKILLS

HTML5 CSS3 Traditional sketching Voice Over narration

TOOLS

Photoshop Illustrator Indesign Dreamweaver Premiere Pro After Effects Paint Tool SAI Wordpress (+Ultimatum)















WEB

A small collection of webdesign work done during my employment at Nice2Do BV and personal projects.

To keep skills up to date, a HTML5 & CSS3 course was done at the Mediacollege Rotterdam, and past dabbles in PHP and JQuery give me a basic understanding of how the coding works, allowing me to help developers troubleshoot if necessary.

Eventually, these skills can be applied onto other design tasks, such as workflow/ user interface design and creating digital art elements for software.



E.S.V. MINERVA PHOTO MODULE

LSV Minerva wanted to sell photos they took during their events via a module on their website. I created the steps for the visitor to use the module in this mock up.

1. Mainscreen



3. Photoviewer



 L A grid view of abicomthumbalis, automatically generated from the most recent photo in the robust of the second second second second second second two lines.
 L A counter displays the amount of photos in that folder.
 A seguing
 S. Search album tiften and sorting the album view (if no search query is entered)
 Shopping cart
 Sochard and second seco

Photogallery

7. Shöpping cart has a thumonai gino with Inree buttons, inevalutons will capen the linked photo that in a pop-up view (see page 3), like all the other pages. b. delete button will tennove photo from the shopping cart. c. amount field allows user to change the number of copies ordered. 8. Update amount button is tied to the update-amount option in the thumbysait.



Albumview
1. A grid view of photo thumbnails, automatically
generated.
2. The photoname displayed must be without file
extension.
3. Field available to enter amount of copies the
user wants of this photo
4. Add the photo to the shopping cart.
5. On click, the photo will poy-up in a window.

Shopping cart Remains the same, it MUST be possible to view the photos in the cart and update this on any page of the module.



Shopping cart Remains the same, it MUST be possible to view the photos in the cart and update this on any page of the module.

4. Checkout

2. Albumdetails



Checkout

Spreads over the full module, sidebar is no longer here. The contents of the shopping cart will be placed in a list view where this is the last part the user may want to edit the amount of copies.

There is a 19% tax calculation included in the final price. The values for subtotals and tax must be shown before the final price (which is the regular total amount.)

"Place order" will take the user to the generated invoice page.

5. Invoice



Invoice Recipient details are taken from the website's database. Invoicenumber is generated automatically. A similar list from the checkout page is generated with ne oftible fields.





"De Oranjes" was a college project where we created a Flash game based on the dutch royal family. Three characters, three stories, one day. Each character had 5 minigames with animations telling the story between each game. After completing the third storyline, the players were rewarded with special artwork of the main characters.

I was responsible for the art style and overall design of the look-and-feel for every mini-game.

Check it out at http://oranjes.intovision.nl!







I spent a good few years in the online MMORPG world of Vana'diel to the point I wished I could take it everywhere with me. As a personal project, I'm putting together a concept for a portable offline/semi-online version of this game on Sony's Vita platform.





MISC. DESIGN EXCERSIZES







TWITTER APP



TCG LAYOUT



WEB INTERFACE BRAND IDENTITY LOGO DTP INTRO



MASCOTTE / IDENTITY









There were various oppertunities to create new marketing content for Nice2do under their employ, from print work for seasonal greetings and business cards and flyers, to in-office wall paintings.

Other clients were offered illustrative work as well to enhance their brand identities.





LOGO DESIGN

A selection of designed logo's.





DESKTOP PUBLISHING

Everblinks Lashes was looking for a box design for their mink lashes and together we came up with the idea of a small treasure box. The concept was sent to China and mass produced there for the various styles available! B Everblinks Lashes BOX DESIGN





During my time at Radicals BV, the importer and distributor of UGG AUSTRALIA, I created many print ads for magazines the brand advertised in, but later on we expanded to outdoor advertisement as well! I helped advise on the creation and style of the interior merchandise funishings and helped keeping it consistent everywhere in the country.





PROFESSIONAL EXPERIENCE

Nice2do BVBA // Spijkenisse, NL

Webdesigner

October 2010 - February 2013

- Creating websites and brand identities for clients
- Designing graphic user interface elements with the software development team

Radicals BV // Dordrecht, NL

PR & Marketing Consultant, Graphic Design

October 2006 - September 2009

- Building and maintaining the company website
- Create print ads for UGG Australia and Simple Shoes
- Realize local marketing concepts

• Consulting the USA headquarters of Deckers Outdoor Corporation during the development of their content management system.

Minded BV // Rotterdam, NL

Dissertation internship, graphic design August 2005 - August 2006

- Researching and designing an application for the I-mode network and mapping out the possibilities and limitations of devel-
- oping for mobile internet devices.
- Graphic design.

Atnet BV // Rotterdam, NL

Webdesigner

- October 2001 August 2005
- Build templates and design custom websites for clients
- Assembling computer systems

TECHNICAL SKILLS

Tools // Photoshop, Indesign, Illustrator, Dreamweaver, Premiere Pro, After Effects, Soundbooth Languages // HTML5, CSS3 Specialties // Illustration (Hand drawn), Coloring (digital), Voice Over (Commercial, Character, Corporate)

EDUCATION

2001 - 2007 // Rotterdam University Bachelor in ICT (Designer Grafimediaproducts) 1994-2001 // HAVO level at CSG Angelus Merula in Spijkenisse Spoken languages // English, Dutch, German, Vietnamese

INTERESTS

internet, tech and gadgets, movies, comic books, art, videogames, travelling, blogging, music, food

MISCELLANEOUS

Boardmember Iviet.nl, youthleader at Vietnamese Protestant Church, motivated teamplayer, out-of-the-box thinker



PERSONAL INFORMATION

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