



**Claudia  
van Bakel**

23-11-1999

## Contact

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## Work experience

### Freelance illustrator

*Illustration, merchandise design, apparel*

ArtisticFaun - Breda, NL

april 2022 - present

### Art Director & Producer on "The Water's Reach"

*Responsible for full short film (excl. soundtrack)*

*made in ToonBoom Harmony*

(for St. Joost School of Art & Design) - Breda, NL

january 2022 - june 2022

### Concept art intern

*Creature design, storyboarding & environment design for the VR game "Hubris II" & "Hubris animated series"*

Cyborn - Antwerp, Belgium

august 2021 - november 2021

### Art Director on "Woven Hearts"

*Art direction, character- & prop design, colorscript, 3D assets (textures and modelling)*

Harpy Hue Studios

(for St. Joost School of Art & Design) - Breda, NL

february 2021 - june 2021

### Art Director on "Noolwok Nimble Delivery Service"

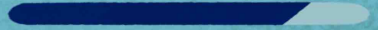
*Art direction, character- & prop design, 3D assets (textures and modelling)*

Walled City Studios (for HAN Game Design) - Arnhem, NL

october 2020 - december 2020

## Programmes

Photoshop



Procreate



Zbrush



Substance Painter



After Effects



Autodesk Maya



Blender



TV Paint



ToonBoom Harmony



Unity



## Education

### Character Design workshop with Esther Morales

Warrior Art Camp - online

april 2024 - may 2024

### Master in Visual Development

IDEA Academy - Rome, IT (online)

october 2022 - june 2023

### Bachelor in Illustrated & Animated Storytelling

St. Joost School of Art & Design - Breda, NL

2018 - 2022

### Minor Game Design & Game Art

HAN - Arnhem, NL

september 2020 - december 2020

### HAVO / VWO

Dominicus College - Nijmegen, NL

2011 - 2018

### Pre-education programme in Fine Arts

St. Joost School of Art & Design - Breda, NL

2016 - 2017