



Claudia van Bakel

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Contact

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Breda
The Netherlands

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Work experience

Freelance illustrator

Illustration, merchandise, apparel
artisticfaun - Breda, NL
april 2022 - present

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

Responsible for full short film (excl. soundtrack)
(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

Saleswoman, adviser & store clerk

Mikoloro Art Supplies - Beneden-Leeuwen, NL
july 2017 - august 2018

Hard skills

Photoshop	
Procreate	
Zbrush	
Substance Painter	
After Effects	
Autodesk Maya	
Blender	
TV Paint	
ToonBoom Harmony	
Unity	

Education

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