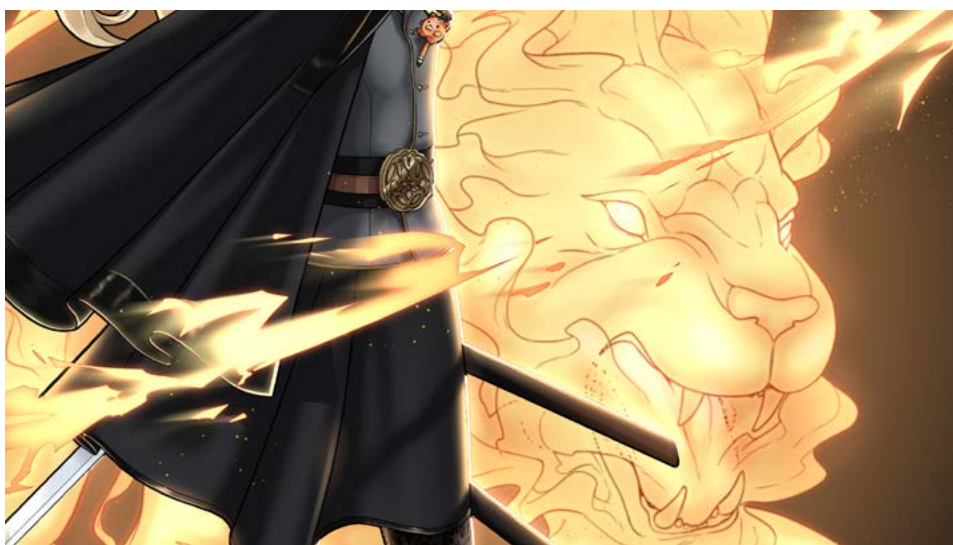


# P O R T F O L I O

- DAVEY SLOOTJES -



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Een korte samenvatting om elkaar te leren kennen

## 5 ART & PORTFOLIO

Wat er echt toe doet; de art



*Een korte introductie*

# WIE IS DAVEY?



Bachelor Animatie en soon-to-be Master met een achtergrond in Grafisch ontwerp en Indie Game Design.

Momenteel studeer ik Animatie aan LUCA School of Arts in Genk, Nadat ik afgestudeerd was als Grafisch Vormgever had ik toch het gevoel mijn creativiteit niet geheel kwijt te kunnen in een branche waar Corporate Identity packages het gros van de opdrachten beslaan.

Mijn levenslange passie om in de Game industrie te werken heeft mij tijdens mijn Grafisch Ontwerp studie een aantal samenwerkingen opgeleverd waar ik de smaak te pakken heb gekregen voor Animatie, en here we are!

Naast mijn studie werk ik als freelancer voor verschillende illustratie opdrachten.

Als ik even niet aan het werk ben... werk ik eigenlijk het liefst verder.

Om deze reden zorg ik dat ik altijd mijn grenzen verleg met nieuwe persoonlijk (animatie) projecten.

Opleidingen:

|                  |                           |           |                       |           |
|------------------|---------------------------|-----------|-----------------------|-----------|
| Graphic Design - | MBO -                     | 2016 -    | Davinci College -     | Dordrecht |
| Comic Design     | (Propaedeutic Bachelor) - | 2017 -    | Artez -               | Zwolle    |
| Animation -      | Master -                  | Current - | LUCA School of Arts - | Genk      |





# DAVEY SLOOTJES

ILLUSTRATOR AND ANIMATOR | SOCIAL MEDIA:  
[HTTPS://TWITTER.COM/INKTSWISH](https://twitter.com/inktswish)

## RELEVANT WORK EXPERIENCE

### JUNIOR 2D ARTIST • EXCAMEDIA • 2015-2016

At Excamedia I got my first true experience as a 2D game-artist. I provided 2D assets and illustrations for multiple game projects at the studio and helped design characters for these projects.

### JUNIOR GRAPHIC DESIGNER • SYVO • 2016

As a Graphic Designer I communicated with the client and builders to create dedicated websites and content according to their wishes. During my time at Syvo we designed websites and complete graphic design packages for multiple companies, and revised storefronts

### JUNIOR 2D ARTIST • EXCALISOFT • 2017

Work at Excalisoft consisted out of painting 2D assets and textures for their game Pilot Perils, a side-scrolling adventure. Together with the senior artist I helped design and create the second stage of their game; a series of cave levels. And painted a collection of tiles and props, as well as prepared some for animation

## SKILLS

Capable artist with experience

Team-player  
Adapts Easily

Doesn't mind putting in the hours

Experience with every Adobe Software as well as TV-Paint and Clip Studio Paint.

Great understanding of color theory and anatomy

## OTHER CLIENTS

### PORTRAIT ARTIST • THE DUTCH BRAWLERS • 2020-2021

After being approached by the social media manager of Dutch E-sports team The Dutch Brawlers I started work for them as a freelance artist. As part of their new online identity they required a set of portraits depicting their players in true fighting-game fashion.

### CHARACTER AND ENVIRONMENT ARTIST • ELDERLY FOR THE CLIMATE • 2021-2021

As part of my current education we've initiated work as a small college-based studio on an animation segment for The Elderly for



INKTSWISH@GMAIL.COM



@INKTSWISH



+31622080648

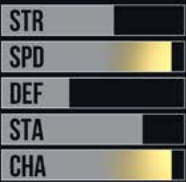


WWW.ARTSTATION.COM/INKTSWISH

# CHARACTER & UI



## AGENT STATISTICS



## AGENT HISTORY

Styra von Löwenstein was drafted into Praesidia at a young age after obtaining the title of youngest Kendo World Champion.

Her unique talent and excellence wielding the sword and manifestations quickly helped her obtain the title of RANK1 Operative.



*Short-film: Remembrance*

# ANIMATION





*Short-film: Torpor*

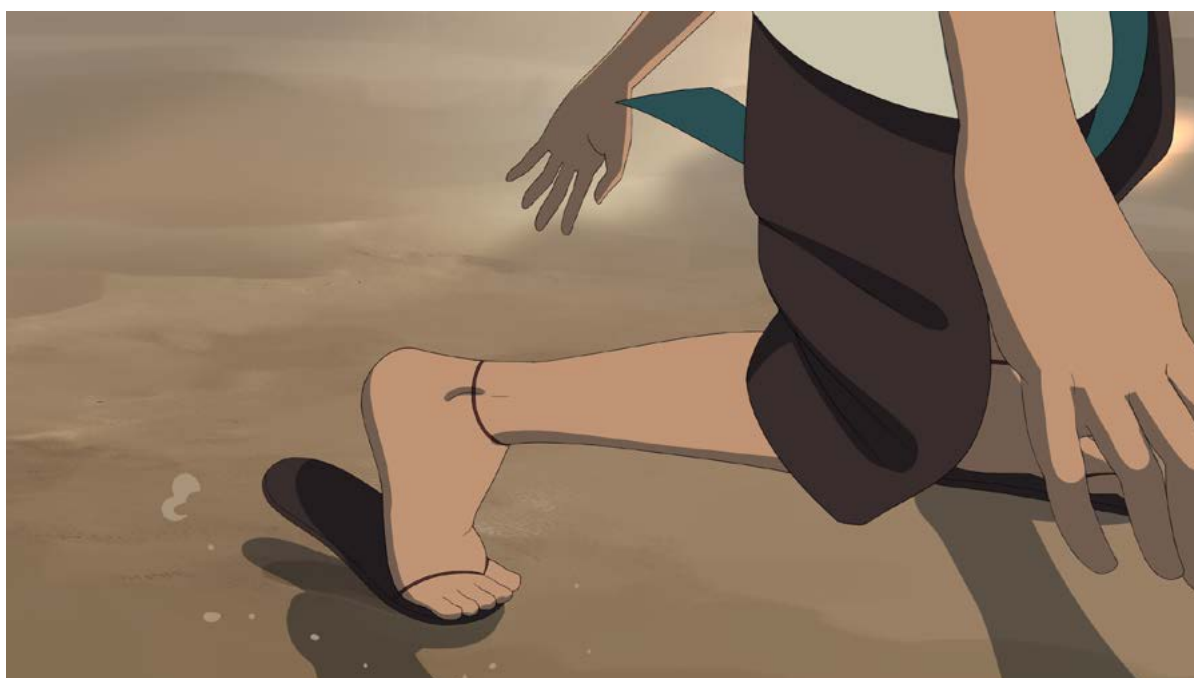
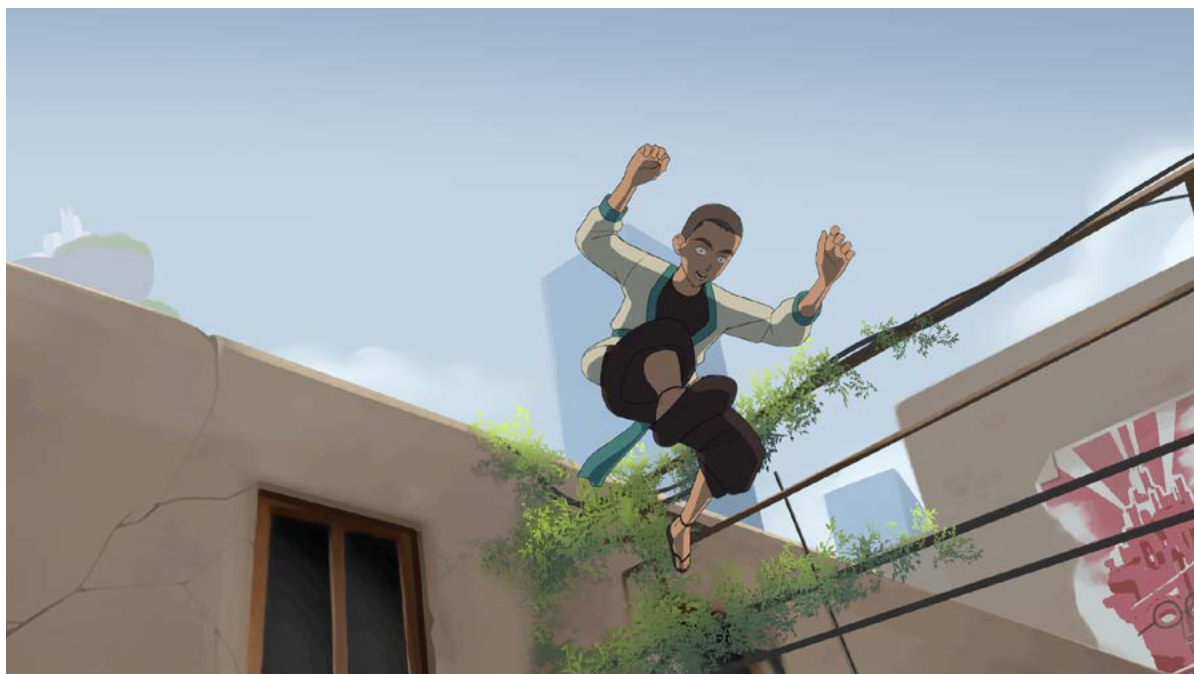
# ANIMATION





*Short-film: Numina*

# ANIMATION





*Concept Design and Backgrounds*

# ANIMATION

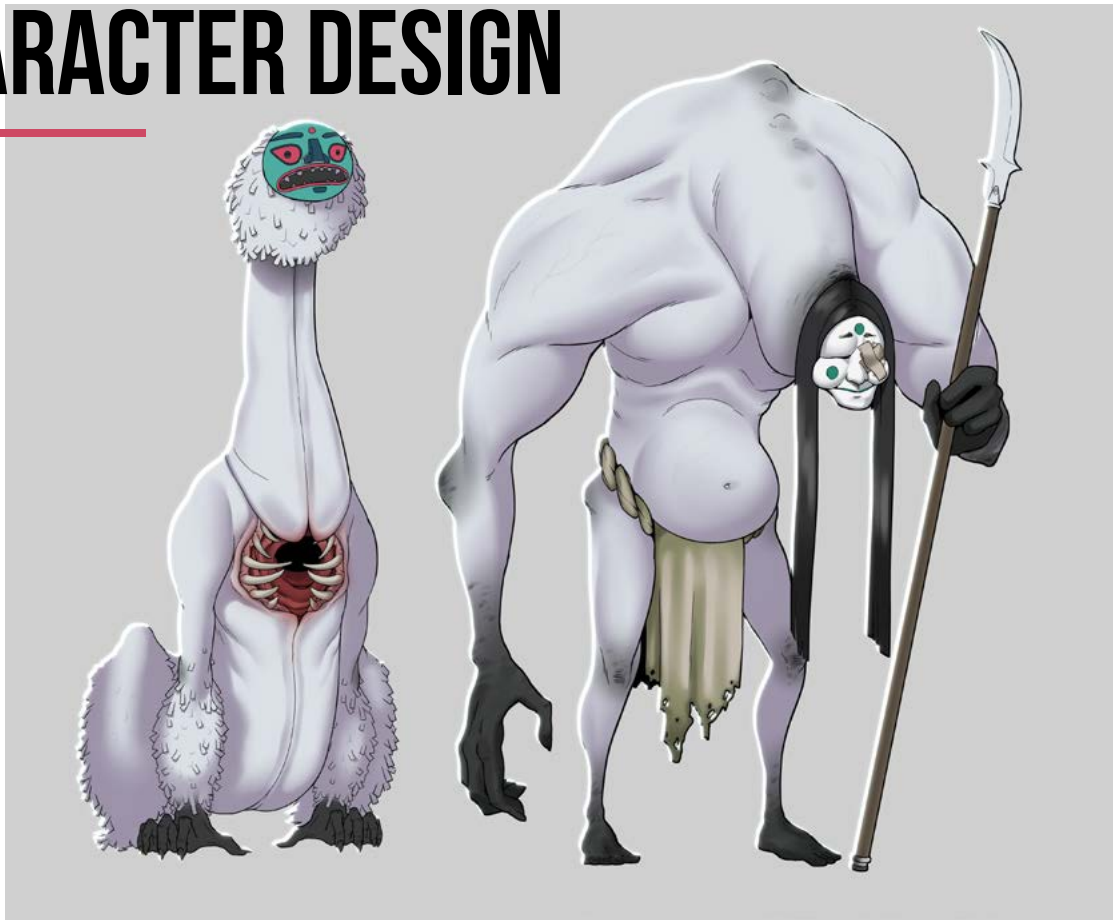
In collaboration with LUCA School of Arts and Grootouders voor het Klimaat

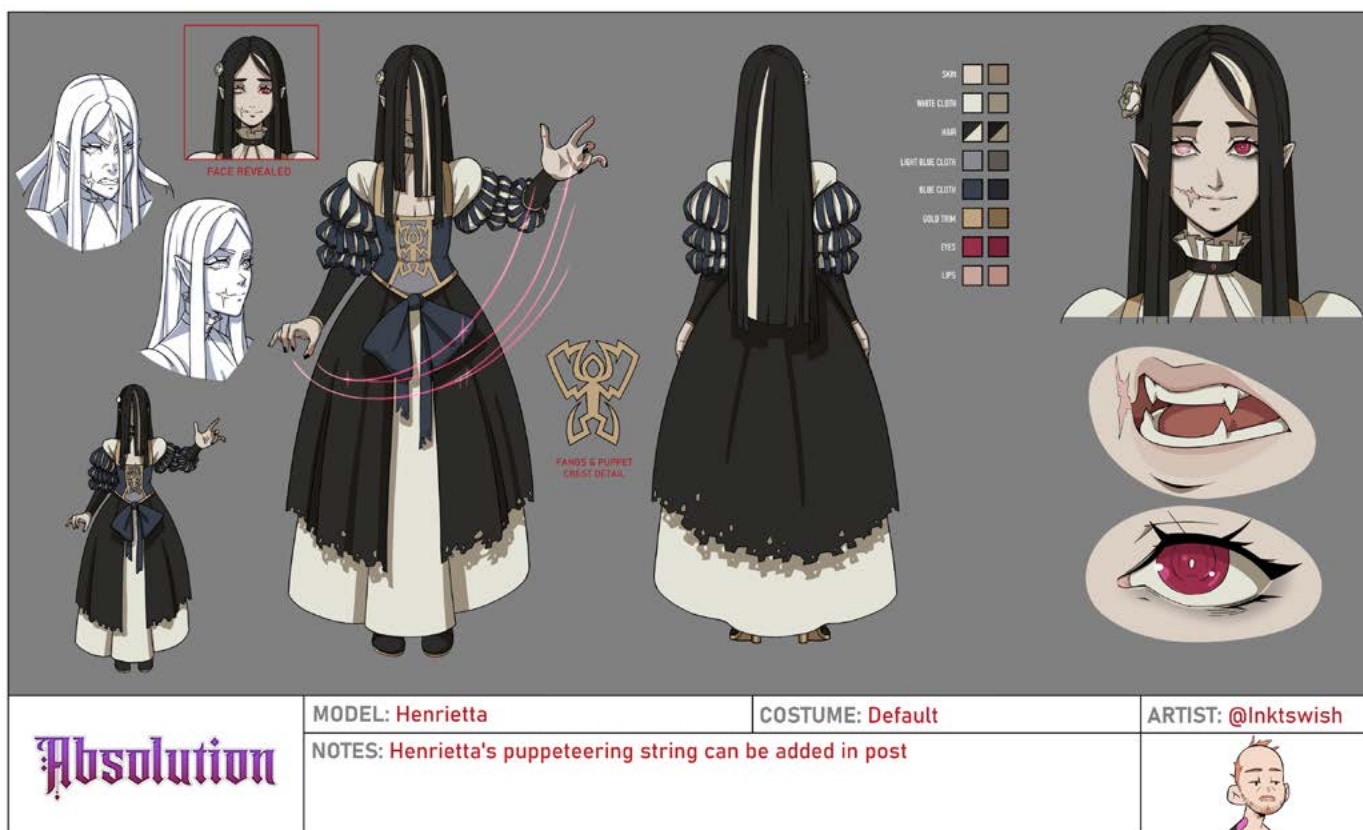
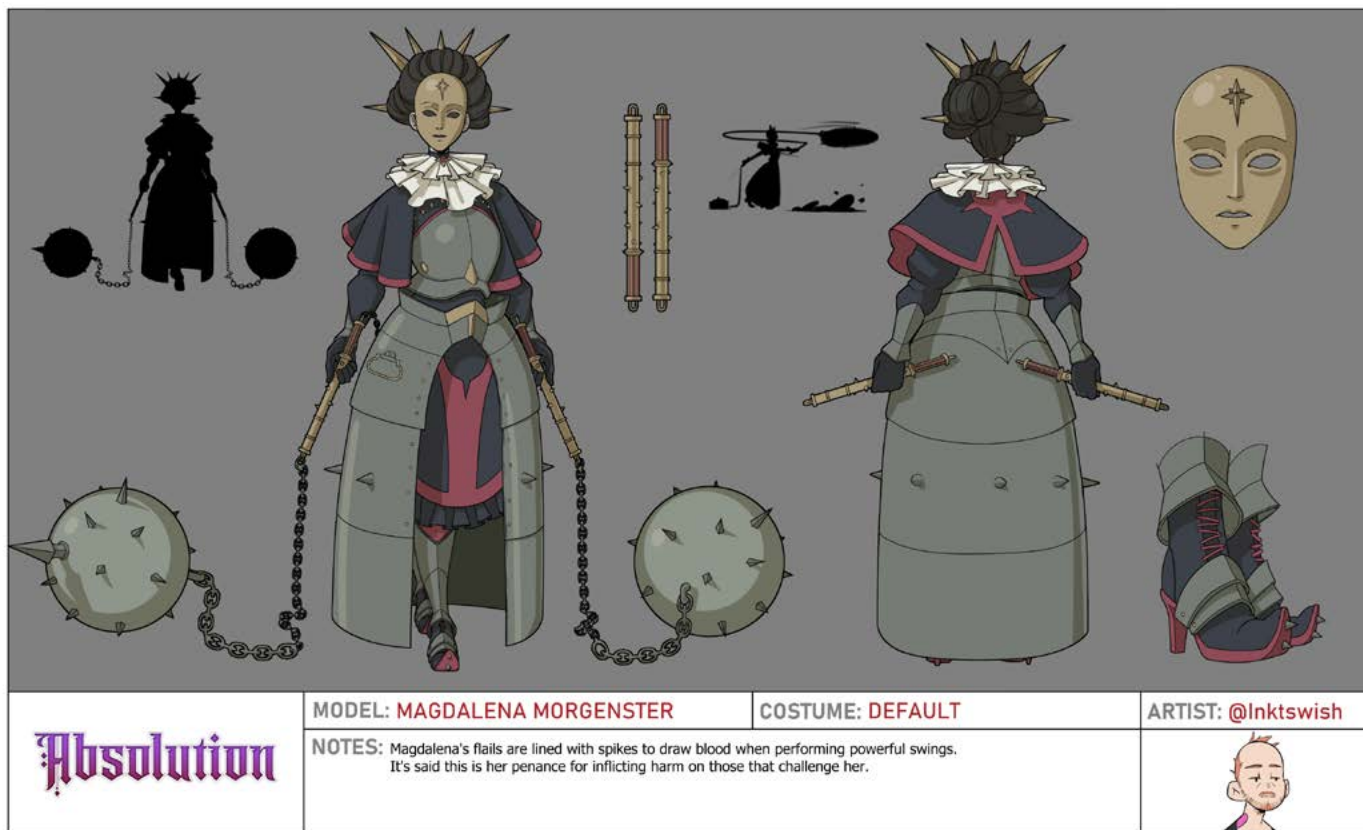




# CHARACTER DESIGN

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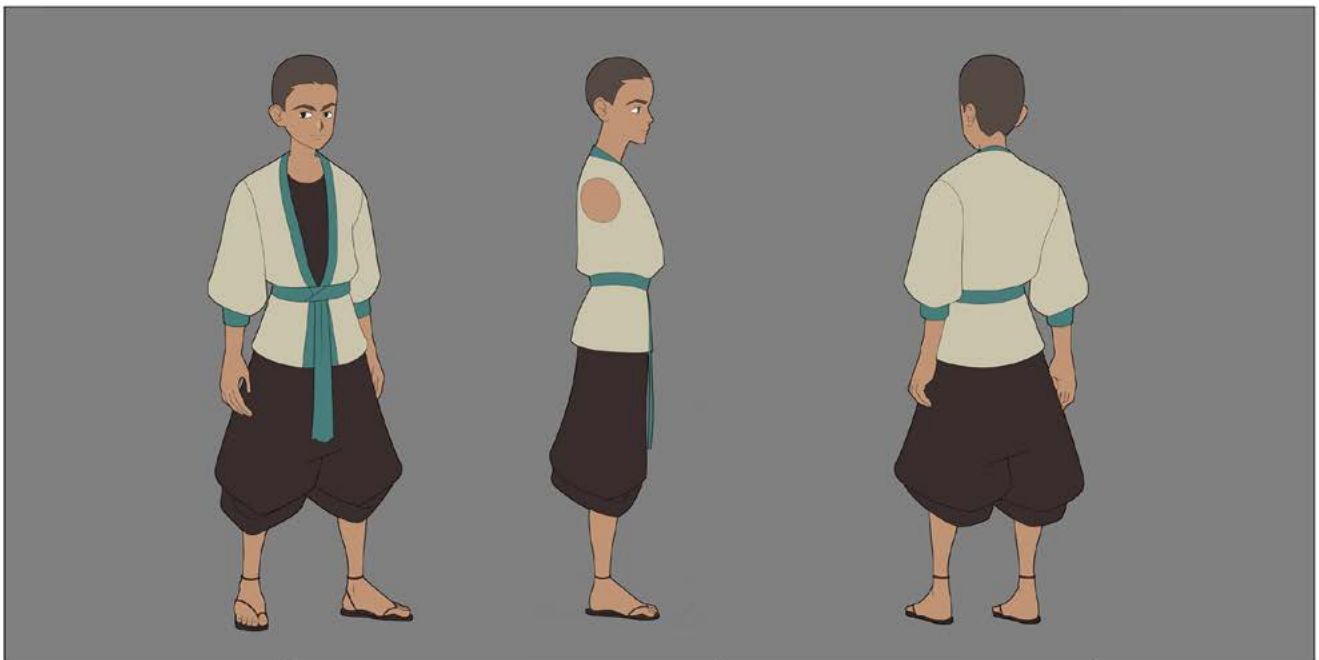
# CHARACTER DESIGN

|                       |             |                 |  |
|-----------------------|-------------|-----------------|--|
| <b>LOST and FOUND</b> | Hanna Dusek | Character Sheet |  |
|                       | Notes:      |                 |  |

|              |        |                 |  |
|--------------|--------|-----------------|--|
| <b>NUMIN</b> |        | Character Sheet |  |
|              | Notes: |                 |  |



|                       |            |                 |  |
|-----------------------|------------|-----------------|--|
| <b>LOST and FOUND</b> | Kuba Dusek | Character Sheet |  |
|                       | Notes:     |                 |  |



|               |            |                 |  |
|---------------|------------|-----------------|--|
| <b>NUMINA</b> | Kuba Dusek | Character Sheet |  |
|               | Notes:     |                 |  |

# CHARACTER DESIGN

