



Tiia van Lokven

2D game artist

Contact



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Profile



I'm a creative problem solver with a can-do attitude and a proven track record of performing under pressure in a hectic environment. My passion lies within 2D art and I'm always looking for ways to improve both myself and my workflow. While I am happy to work in a team or by myself, I also feel comfortable mentoring other artists. Communication is a very important part of game development, and I often find myself helping my struggling peers get their messages across the different disciplines and different ways of thinking. With my multicultural experience and the lessons I've learned, acquired at both work and at university, I can fit right in with every kind of community.

Experience



2011 – 2014

Fluke Europe | web content specialist EMEA

My tasks were roughly divided in 3 different categories:

- Design: designing and building e-mail newsletters, special offers, landing pages and interactive environments with HTML, CSS and JavaScript.
- Web development: developing new and more efficient ways of updating our databases and pages as well as researching new techniques and implementing these on live environments, such as adding social sharing across our European websites.
- Content management & marketing: employing marketing automation tools (Eloqua 9 and Eloqua 10) for e-mail and landing page creation to create activity-driven content to customers, based on their details in a database.

2010 – 2011

MultiCopy | intern & freelancer

- Practicing business-related Dutch
- Photographing products
- Designing brochures

2007 – 2008

Frantic Media | intern, production assistant & consult

- Producing my final assignment – website for an awards gala.
- Assisting during photoshoots
- Monitoring competition entries
- Exporting website assets for use by other developers
- Creating banners



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Education



2014 - 2018 (est.)

NHTV University of Applied Sciences (Bachelor's Degree of Science)

During my time at the International Game Architecture and Design programme, I've acquired a wide spectrum of basic technical skills for game development:

- 3D modeling, rigging, animating and rendering
- Texturing: using either traditional hand-painted or PBR methods
- Drawing: technical drawing
- Concepting: mood boards, character sheets, concept art for a variety of subjects (buildings, nature, props, vehicles).

2004 - 2007

Omniam ammattiopisto (Audiovisual Communication diploma)

- Web design, development (HTML & CSS)
- Photography, image editing (Photoshop)
- Interactive multimedia production (animations, educational DVDs)
- Filming, post-processing
- Project & budget management

Courses



2012

2009 - 2010

College of Multimedia, Amsterdam | Semantic HTML & CSS

R.O.C de Leijgraaf, Oss | Completed the national NT2 (Dutch as a second language) exams at university (B2) level after 1 year of studying in four categories: speaking, listening, writing and reading.

Software



Photoshop	★★★★★
Painter	★★★★☆
Illustrator	★★★☆☆
Maya	★★★☆☆
Unreal	★★☆☆☆
Unity	★★☆☆☆
Substance Painter	★☆☆☆☆
ZBrush	★☆☆☆☆

Other



Keywords

Languages

Miscellaneous

open, responsible, organized, hands-on, patient, communicative
Finnish (native), English (fluent), Dutch (fluent)
driver's license (category B)