

RESUME KOEN WIJFFELAARS

CONTACT INFORMATION

Address:	Van de Spiegelstraat 52	Telephone:	06-12803231
Postal code:	2613 GB	Email:	info@kunya.nl
Town:	Delft	Date of Birth:	20-06-1984
Country:	Netherlands		

EDUCATION AND QUALIFICATIONS

Master degree Industrial Design Engineering at the University of Delft	2005-2009
Bachelor degree Industrial Design Engineering at the University of Delft	2002-2005
Gymnasium 'Natuur en Techniek' at the Strabrecht College of Geldrop	1996-2002

WORK EXPERIENCE

Guerrilla Games, Amsterdam	2007 - present	Concept artist on Killzone 2 and future project
Khaeon Games, The Hague	2005 - 2006	2D/3D artist on MMORPG The Chronicles of Spellborn

Freelance work:

Jumbo B.V, NL	2007 - 2008	Marketing art
Altura Studios, UK	2007	Concept art for independent game
Gloomshade Studios, USA	2007	Concept and final art for an arcade hall game
Lambda Group, USA	2007	Concept and final art for downloadable game
999 Games, NL	2006 - 2007	Concept and final art for boardgame boxes
Shadow Pointe, USA	2006	Concept and final art for album cover
GamerRugs, USA	2006	Concept and final art for game related rugs
Evolution Sphere, Canada	2006	Marketing art for online game
Areality software, USA	2006	Concept and final art for role playing game
White Goblin Games, NL	2006	Marketing art for boardgame publisher
Fleets of Chaos, USA	2006	Marketing art for online game
DiverForge, Canada	2006	Marketing art for diving school
St. Jansbrug, NL	2005	Marketing art for student society
Abo Student Housing, NL	2004 - 2005	Comic writer and artist for monthly magazine
AAG, NL	2004 - 2005	Comic writer and artist for magazine
Flamy Frog Interactive, NL	2003 - 2006	Wallpaper art for gamewallpapers.com

ADDITIONAL SKILLS

Computer skills:

- Adobe Photoshop
- Adobe Premiere
- Adobe Illustrator
- Adobe Indesign
- Final Cut Pro
- 3D Studio Max
- Solidworks
- Zbrush
- Mudbox
- Macromedia Dreamweaver
- Microsoft Office applications

Languages:

- Dutch
- English

Various:

- Drivers license

INTERESTS AND ACTIVITIES

I enjoy designing and creating art.

I'm a member of an improvisation comedy group, we practice weekly and play for an audience once a month.

I play soccer, table tennis and racket ball.

I enjoy playing and creating games, I've designed a boardgame based on Guerrilla Games' Killzone franchise as a graduation project.

I've directed, written, produced and played in 2 amateur horror/comedy movies.