



ALLOW ME TO
INTRODUCE
MYSELF

Concept artist, illustrator and graphic designer by day.
Freelance artist, comicbook artist and ‘part-time’ time traveler by night.

Landed on Planet Earth:
Benjamin Paulus van Onzen
August 11th 1987
The Hague, The Netherlands
(COOR. | 52.081047" N - 4.264543" E)

Current residence:
The Hague, The Netherlands
(COOR. | 52.082367" N - 4.279745" E)

INTERESTS
&
COMPETENCIES

- | | | |
|---------------------|---|----------------------|
| (Time) travel | • | Adventurous |
| (Art) History | • | Eclectic |
| Science (Fiction) | • | Studious |
| Nature | • | Social |
| Art & Culture | • | Inventive & Creative |
| Music | • | Team Player |
| Literature & Comics | • | Quick & Flexible |
| Film & Animation | • | Proactive |
| Architecture | • | Well organised |

SINCE 2008
FREELANCE

ILLUSTRATION | VISUAL DEVELOPMENT | GRAPHIC DESIGN

CLIENTS:



benjaminpaulus.nl

CONTACT DETAILS

- | | |
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| | /Benjaminpaulus |

WORK
EXPERIENCE

2015 - PRESENT

Paladin

SENIOR CONCEPT ARTIST | ALL-ROUND 2D ARTIST

SUMMARY OF TASKS

- Defining the *visual style* of the Studio's Games
- *Lead Concept Artist* on numerous mobile titles
 - Design *memorable game characters*
 - Create art for in-game assets such as environmental *objects, weapons & characters*
 - *UI Artist* on several of Paladin's Games
 - *Key art* and visuals for games and pitches
- Setting up and supporting project *pipelines*
 - *Coaching and managing* of the art team and art interns

WORKING ON PROJECTS FOR :



RELEASED TITLES



paladinstudios.com

2010 - 2015

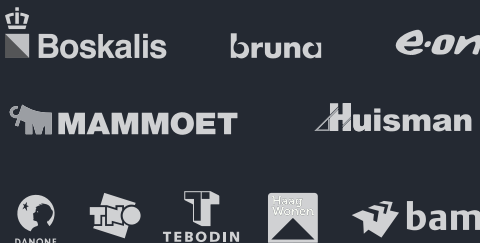
PLUS PORT

ILLUSTRATION & GRAPHIC DESIGN

SUMMARY OF TASKS

- *Illustrations* for E-learning Courses
- *Characters and Mascots* for companies
- *Infographics* for the company's Products
 - *Graphic designs* and *UI designs* for web and print
- *Concepts* for new products and courses

MADE ARTWORK FOR:



plusport.com



AAA
RCH
TEC
TEN

Artist Impressionist & Graphic Designer
www.aaarchitecten.nl

ROUGHMEN

Illustrator & Designer
Lessons from various Dutch Artists
www.roughman.nl

EDUCATION



Grafisch Lyceum
MBO | *Graphic Design & Illustration*
Rotterdam, The Netherlands



Johan de Witt College
VMBO | *Graphic & Creative*
The Hague, The Netherlands

Courses



Oatley Academy
of Concept Art & Illustration

- The Magic Box | Digital Painting
- The Story Telling Summit



Schoolism
Painting with Light & Color

- Dice Tsutsumi & Robert Kondo



LOI

- History of Western Art



John Adams institute and UvA
The Rise and Reason of Comics and Graphic Literature

- dr. Dan hassler-Forrest

SKILLS



Character/Creature Design



Environment Design



Vehicle/Mech Design



GUI Design



Draftsmanship



Creative Thinking



Storytelling



Adobe Creative Suite



Other



Languages



NATIVE

