

Simon Doggen

ABOUT ME

Hey there! I'm a 17 year old Game Art student based in Heerhugowaard, The Netherlands. A skilled artist specialising in 2d concept art, character design and animation. I'm someone who likes to mix cultural elements with modern designs, especially that of Indonesia, to show who I am.

PERSONAL SKILLS

Self-discipline

Time management

Communication

Attention to detail

Fluent in both Dutch and English

Learning Indonesian and German



EXPERIENCE

Character Design & Animation

Media College's Infinity Depot,
Stedelijk Museum Amsterdam

2022 - 2023

Tasked to create and animate a "living" character in a constantly changing and moving world.

EDUCATION

VMBO TL

Trinitas College Johannes Bosco

2018 - 2021

MBO Game Art

Media College Amsterdam

2021 - present

SOFTWARE MASTERY

Adobe Photoshop  90%

Adobe Premiere  80%


Clip Studio Paint  69%

Adobe After Effects  40%

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