

Curriculum Vitae Arjen Klaverstijn

>Personalialia

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|----------------------|---|------------------|---------------------------|
| Name | Arjen Klaverstijn | Location | The Netherlands |
| Date of birth | 22 December 1984 | Telephone | +31 (0) 6142 28 664 |
| Nationality | Dutch | E-mail | info@arjenklaverstijn.com |
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>Education

2005 – 2010 Utrecht School of the Arts – 3D Computer Animation and Visual Effects

Diploma received: Bachelor of Art & Technology

2004 - 2005 ROC Midden-Nederland

VWO (pre-university secondary education) Culture & society, diploma received

1997- 2004 Oosterlicht College Nieuwegein

VWO (pre-university secondary education) Culture & society

>Work experience

2010 – present Freelance animator, illustrator & 3d generalist

Director at own company and co-founder and director at Paperbag Parachute Studio.

2009 – 2010 Manfred

Production & direction for the first episode of 'Manfred'.

Featured on numerous sites, including cartoonbrew.com. Selected for Cinekid film festival 2010.

- Production, direction and animation of an animated short
- Full animation in Autodesk Maya
- Compositing in Nuke
- Direction of music composer and background designer

2009 Trichrome Blue

Special effects and additional animation for the short Trichrome Blue by Lois van Baarle.

Winning project of the 2009 Utrecht School of the Arts award.

- Special effects animation in Autodesk Maya
- Additional effects in Adobe After Effects
- 3D animation director of a mainly 2D short

2008 – 2009 Tasuba project Tanzania

Development and execution of a lesson plan to teach animation to a group of students from the TaSuBa art school Bagamoyo in Tanzania. The animations made were screened during the Bagamoyo arts festival.

- Group coordinator & teacher
- Working together in an interdisciplinary team
- Technical support and development of lesson material
- Festival planning and projection operator
- Direction and animation of several multidisciplinary projects

2008 Blitsgroup

Development and creation of an animated short intended to illustrate the ideas of the consultancy company Blitsgroup.

- Research and development
- Concept art and scenarios for several animated shorts
- Production, direction and execution of an animated short

2007 Basta!

Special Effects for the award winning short *Basta!* by Michiel Ten Horn.

- modeling of a digital set based on live action footage
- tracking of live action footage on Cineon digital intermediate format
- rendering & compositing of CG and live action

2006- 2007 Advies- en Konstruktieburo Boerkoel

Job at design engineering bureau Boerkoel for the advancement of my technical skills.

- Assistant to constructor
- 2d and 3d Autocad drawings

2005 Giraf Pas (AVRO)

Art direction and development of a flash game for the AVRO network, in cooperation with a programmer.

- Direction & Art direction
- Working in a team with a programmer
- Game design
- Animation

>Internships

2007 Animation studio Urrebuk

Internship at animation studio Urrebuk, where I worked on the music video 'Wolkenkrabben', a TV commercial for *Voedingscentrum* and several independent animations by Urrebuk.

- Concept art and style development
- 3D and 2D animation
- Compositing in After Effects
- Creating animatics and storyboards
- Working with live footage (filming, keying, compositing)

>Distinctions and achievements

2010 Cinekid – Category 'Nederlands Kort' (dutch short) – Animated short 'Manfred'

>Languages

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|----------------|---------------|---------------|-------|
| Dutch | mother tongue | German | basic |
| English | excellent | French | basic |

>Software skills

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|----------------------|-----------|-------------------------|-----------|
| Autodesk Maya | excellent | After effects | excellent |
| Mental Ray | good | Photoshop | excellent |
| Cinema 4D | good | Illustrator | good |
| Blender 2.5 | good | The Foundry Nuke | good |
| Flash | good | 2d3d Boujou | basic |