# ERIKA VERKAAIK

#### GAME ARTIST AND DEVELOPER

erikaverkaaik@gmail.com erikaverkaaik.com 0420 327 521

## **EDUCATION**

**SAE, Brisbane** - Bachelor of Animation

JAN 2014 - AUG 2016

• Final GPA = 6.08

### **EXPERIENCE**

#### Frances Suter Photography - Editor and Assistant

JULY 2011 - PRESENT

- Portrait photography
- Processing photographs digitally in preparation for commercial sale
- Social media management
- Basic marketing work
- Designing album and photobook layouts

#### **Euclideon** - Art Intern

MAY 2015 - JUNE 2015

- Software Quality Assurance
- Creation of 2D and 3D art assets
- Database work.

## **PROJECTS**

**Eat The Pain** - Solo Project

9th - 12th NOV 2016

Digital game: <a href="https://erikaverkaaik.itch.io/eat-the-pain">https://erikaverkaaik.itch.io/eat-the-pain</a>

Beautiful - Solo Project

9th - 17th OCT 2016

Digital game: <a href="https://erikaverkaaik.itch.io/beautiful">https://erikaverkaaik.itch.io/beautiful</a>

Niipa - Creative Director and Artist

FEB 2016 - AUG 2016

Digital game: <a href="https://zaratangames.itch.io/niipa">https://zaratangames.itch.io/niipa</a>

#### Kids of Brisbane 2015 - Photo Editor and Book Designer

JAN 2015 - DEC 2015

Project Page: http://francessuter.com.au/charity-projects/kids-of-brisbane/

Photography Book: <a href="http://francessuter.com.au/portrait-photography/children-photography/">http://francessuter.com.au/portrait-photography/children-photography/</a>

**Alight** - Creative Director and Artist

APR 2015 - MAY 2015

Digital game: <a href="http://www.shempzdevelopment.com/alight/">http://www.shempzdevelopment.com/alight/</a>

Kids of Brisbane 2014 - Photo Editor and Book Designer

JAN 2014 - DEC 2014

## **SKILLS**

#### **Asset Creation:**

- 3D modelling and UV unwrapping
- Texturing (hand-painting and using PBR software)
- 2D concept art and sketches

#### **Concept Art and Art Direction:**

- Establishing and maintaining artistic direction for team
- Creation of art bible for team
- Concept and design

## SOFTWARE PROFICIENCY

Adobe Photoshop	Expert knowledge - four years of professional experience
Autodesk 3DS Max	Good knowledge
Unreal Engine	Good knowledge
Unity	Basic knowledge
SourceTree	Good knowledge
Quixel Suite	Intermediate knowledge

# REFEREES

**Tony Parmenter** - Lecturer at SAE Brisbane

t.parmenter@sae.edu | 0437 927 277

**Nathan Wentworth-Perry** - Supervisor at Euclideon

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