

## Personal information

Name	Victor Cornelis van Schagen	
Address	Rembrandtlaan 45 1213BG Hilversum The Netherlands	ul. Powstańców 41/10 41-500 Chorzów Poland
Mobile number	+31 649421023	
Email address	victorvanschagen@gmail.com	
Website	victorvanschagen.com	
LinkedIn	www.linkedin.com/in/victor-van-schagen/	
Date & Place of birth	August 1 <sup>st</sup> 1976, Hilversum	
Civil Status	Married	
Nationality	Dutch	
Gender	Male	

## Education

1997 - 2001	Utrecht School Of The Arts <i>Bachelor of Design - Illustration</i>
1993 - 1995	Alberdingk Thijm College (HAVO, Secondary School, higher level) Dutch, French, English, economics, civics, art.

## Presentations & Publications

2019	Co-author (with Beata Piecha-van Schagen) <i>"Games as a Medium for the Preservation and Spreading of Intangible Cultural Heritage"</i> Published in LAG Festival of Art and Independent Games catalogue.
2019	Lecture at the international conference "Coal: motion / Coal: motion" <i>"ICH in Motion. Innovation in the Means of Intangible Cultural Heritage"</i> Organised by the Coal Mining Museum in Zabrze and the University of Silesia in Katowice.
2018	Guest speaker at LAG Festival of Art and Independent Games <i>"Understanding The Role of The Game Artist"</i> Co-funded by the Creative Europa Programme of the European Union.

## Work experience

### Skill Nation

04/2022 – 03/2024 I worked as Lead Artist and Art Director on *Overscore*, a gaming app with strong social features. Initially, I worked closely with the game designer and project lead to refine the vision of the game, set core experience and art pillars, and worked on the visual direction and UI/UX design of the app.

Title *Overscore*  
Project Type Mobile gaming app  
Job Function Lead Artist / Art Director

### MoonGaming

03/2022 – 04/2022 I worked on *Medieval Empires Ertugrul* as the first artist on the team, to help set up the visual direction of the game, prepare documentation and asset production, and assist the Creative Director to select outsourcing studios.

Title *Medieval Empires Ertugrul*  
Project Type MMO strategy game with crypto monetization  
Job Function Art Lead

### University of Silesia

03/2022 – 06/2022 Teacher at the Faculty of Arts and Educational Sciences  
*Spacial Design*

### 5<sup>th</sup> Planet Games

01/2021 – 10/2021 Worked as part Senior Artist / part Art Director, helping to set up the art direction and art production pipeline for the game, as well as assisting the team as LEGO expert.

Title *Untitled LEGO game*  
Project Type Match-3 diorama-building game  
Job Function Senior Artist

### Gamebasics Studio

06/2020 – 12/2020 Worked at this studio in a Senior Artist role, helping them to improve the art direction and art production of the game.

Title *Dynasty Duels*  
Project Type Mixed MOBA and RTS Game  
Job Function Senior Artist

## University of Silesia

11/2019 – 06/2020    Teacher at the Faculty of Arts and Educational Sciences  
*Environment Design and Character Design*

## Municipality of Hollands Kroon

11/2019 – 12/2019    I developed the pitch of the Operatie Z.U.I.V.E.R. app, in cooperation with the municipality of Hollands Kroon in The Netherlands. The goal was to create an app that would motivate people -especially school children- to collect litter and receive (ingame) rewards for it.  
Title                    *Operatie Z.U.I.V.E.R.*  
Project Type        Mobile App

## Coal Power Games

01/2019 – current    I'm CEO and Creative Director of Coal Power Games, a studio focused on the development of *Intangible Cultural Heritage Games* (ICHG). Games with a purely educational and cultural nature. Currently I'm not working on anything, but in my free time I might work on something small.  
Title                    *Saint Barbara: Miner Rescue*  
Project Type        'Snake' Arcade Game

## Huuuge Games

06/2019                Freelance Commission  
*Character Art for mobile game*  
Job Function        Character Artist

## Wooga

06/2017 – 02/2018    Title                    *Diamond Dash*  
Project Type        Match-3 Game  
Job Function        Lead Artist

05/2016 – 05/2017    Title                    *Wonderlings*  
Project Type        Dragon Breeding Game  
Job Function        Senior Game Artist

10/2015 – 04/2016    Title                    *Age of Trade*  
Project Type        City Builder  
Job Function        Senior Game Artist

01/2014 – 09/2015    Title                    *Max Ammo*  
Project Type        Action Shooter  
Job Function        Lead Environment Artist

05/2013 – 12/2013    Title            *Spy Dash!*  
Project Type        Endless Runner  
Job Function       Senior Game Artist

12/2011 – 04/2013    Title            *Pearl's Peril*  
Project Type        Hidden Object Game  
Job Function       Senior Game Artist

### **Artifex Mundi**

11/2011 – 12/2011    Title            *Nightmares From The Deep: The Cursed Heart*  
Project Type        PC Casual Game / Hidden Object Puzzle Adventure  
Job Function       2D/3D Artist

09/2011 – 11/2011    Title            *Dark Arcana - The Carnival*  
Project Type        PC Casual Game / Hidden Object Puzzle Adventure  
Job Function       Senior Artist

02/2011 – 08/2011    Title            *Enigmatis: The Ghosts Of Maple Creek*  
Project Type        PC Casual Game / Hidden Object Puzzle Adventure  
Job Function       2D/3D Artist  
Publisher            Big Fish Games

05/2010 – 01/2011    Title            *Time Mysteries: The Ancient Spectres*  
Project Type        PC Casual Game / Hidden Object Puzzle Adventure  
Job Function       2D/3D Artist  
Publisher            Big Fish Games

07/2009 – 04/2010    Title            *Time Mysteries: Inheritance*  
Project Type        PC Casual Game / Hidden Object Puzzle Adventure  
Job Function       Game Artist  
Publisher            Big Fish Games

04/2009 – 06/2009    Title            *Nail'd*  
Project Type        Off-Road Racer / Xbox 360  
Job Function       Level Designer  
Client                Techland / publisher: Deep Silver

01/2009 – 03/2009    Title            *Maluch Racer III*  
Project Type        Arcade Racer / PC  
Job Function       Level Designer  
Publisher            Play Sp z.o.o.

### **City Interactive**

11/2008 – 12/2008    Title            *Logic Machines*  
Project Type        Physics-based Puzzle Game / Nintendo DS  
Job Function       Level Designer

02/2008 – 06/2008	Title	<i>SAS: Secure Tomorrow</i>
	Project Type	First Person Shooter / PC
	Job Function	Environment Artist
12/2007 – 02/2008	Title	<i>Mortyr III: Operation Thunderstorm</i>
	Project Type	First Person Shooter / PC
	Job Function	Junior Environment Artist

## Skills

Software	Photoshop	Project Management Tools	Miro
	Illustrator		Trello
	Blender		Jira
	Unity		Pivotal Tracker
	Figma		Basecamp
	After Effects		FTrack
			Codecks
			HacknPlan

Certificates      Certificate of Proficiency in English; Grade **A**

Languages      English; fluent in speech and writing

## Experience

Management	<ul style="list-style-type: none"> <li>- I'm familiar with Agile and Scrum; comfortable with short, weekly sprints.</li> <li>- Can determine and set realistic expectations for art quality vs. time/budget constraints.</li> <li>- Can set up, maintain and improve art production process.</li> <li>- Writing project documentation; style guide, design doc, business plan, etc.</li> <li>- Supporting the art team, creating seniority and skill matrices, guiding career paths.</li> <li>- Holding job interviews for art positions, providing portfolio feedback.</li> <li>- Interacting with outsourcing studios, maintaining smooth and clear communication.</li> <li>- Acting as bridge between art team and project management/devs.</li> <li>- Providing helpful feedback and mentoring junior artists.</li> </ul>
UI / Design	<ul style="list-style-type: none"> <li>- I have some UI/UX experience, creating wireframes, testing them, aiming for clarity and responsiveness.</li> <li>- Some experience designing puzzle levels.</li> <li>- As environment artist I have worked on creating levels for 3D shooters.</li> </ul>
3D Art	<ul style="list-style-type: none"> <li>- I can modeling props, vehicles and (modular) buildings, with high and low poly counts.</li> <li>- Creating materials and textures, baking AO/normal maps. Familiar with PBR method.</li> <li>- Rigging and animating simple models.</li> <li>- Some experience with sculpting characters, specifically for 3D printing.</li> </ul>

- 2D Art
- I'm comfortable working in a variety of visual styles, from cartoony, stylized to realistic.
  - Using vector-based techniques, from simple to complex; mimicking 3D art.
  - Practical teaching experience: taught 3<sup>rd</sup> year art students.
- VFX / Other
- In Unity, I've created various animated particle effects.
  - I've used audio tools (Cool Edit Pro, Audacity, Soundbooth) to modify audio loops for games.