

RESUME

Personal information

Surname: van Hensbergen
Name: Tirza
E-mail: info@tirzaworld.com
Date of birth: 16-05-1979
Portfolio: <http://www.tirzaworld.com>



2014 – 2015

Game artist

Sense-studios - Amsterdam
2D game art for One2count, a serious game teaching Math and Calculus to young children at school in Burkina Faso. I worked on Character design, backgrounds, assets and user interface. Next to design, also an active role in decisions about gameplay and interaction design.

2008 – 2013

Game artist

Spilgames - Hilversum
2D game art. Illustration (character, background, logo), animation (Flash), User Interface design for social games. Concept development and design. Building games independently by using templates.

2007 – 2008

Illustrator/designer

Basis-Communicatie te Haarlem
(Cover) artwork for a variety of guides for seniors, children, tourists. Design banners/headers.

Freelance (a selection)

Pictoplasma festival Vision-Impossible	Part of group exhibition, Berlin 2013 & 2015 Artwork for VJ shows 'Vrienden van Amstel Live' in Ahoy, Rotterdam. Editions: 2008, 2009, 2011, 2013, 2015, 2016
Tirzaworldshop.com	Shop for (personalized) artprints on canvas and picture postcards.
Superbuff	Collaboration with Superbuff – the Hague, Game design, U.I. and artwork for two 2D games: Jigsaw Circus; a kids puzzle game and Cupcake Coloring, a coloring game.
Look 'n Feel BV Boomerang publishing	Concept art for Winx Club, the Musical. Concept and artwork for kids page 'Huis & Hypotheek' magazine (3 editions).
Malmberg publishing De Fietsfabriek	Illustration Bobo Magazine (kids) Design (print) for (kids) clothingline Y.C. Clothing and styling concept store.
TX-Change	University Twente. Artwork for a serious game about a new housing community. Developed for future residents.
Malmberg publishing	Studio Boot - Den Bosch. Illustrations for Okki (kids) Magazine (5 editions, including cover artwork)
Leopold publishing	Illustrations for 3 storybooks
Reed Business Information	Illustrations for more than a year of Controllers Magazine. Professional journal for management and treasury.

Education

2013

Pictoplasma Academy

2012	10-days Masterclass Character Design in Berlin. Lectures and workshops by Gary Baseman, Nathan Jurevicius, Rilla Alexander en Christoph Niemann Basic training Autodesk Maya 3-day course private training
2005 - 6 months	Internships: Fantasy-Factory Storyboards for children animation series ' Lilaland'
2002 - 3 months	Het Financieele Dagblad Artwork for publication
2002 - 3 months	Kimio publishing Artwork for childrensbook
09/1999 - 06/2004	HKU Illustrative design. Diploma Bachelor of Design.
09/1998 - 04/1999	Efa - Pabo Montessori
08/1991 - 05/1998	Montessori Lyceum Amsterdam

Knowledge and skills

- Adobe Illustrator (good), Photoshop (midlevel), Flash (midlevel), Indesign (basic)
- Experience in designing for Unity
- After Effects, basic
- Engels good conversation and reading, French and German basic
- Present artwork for groups