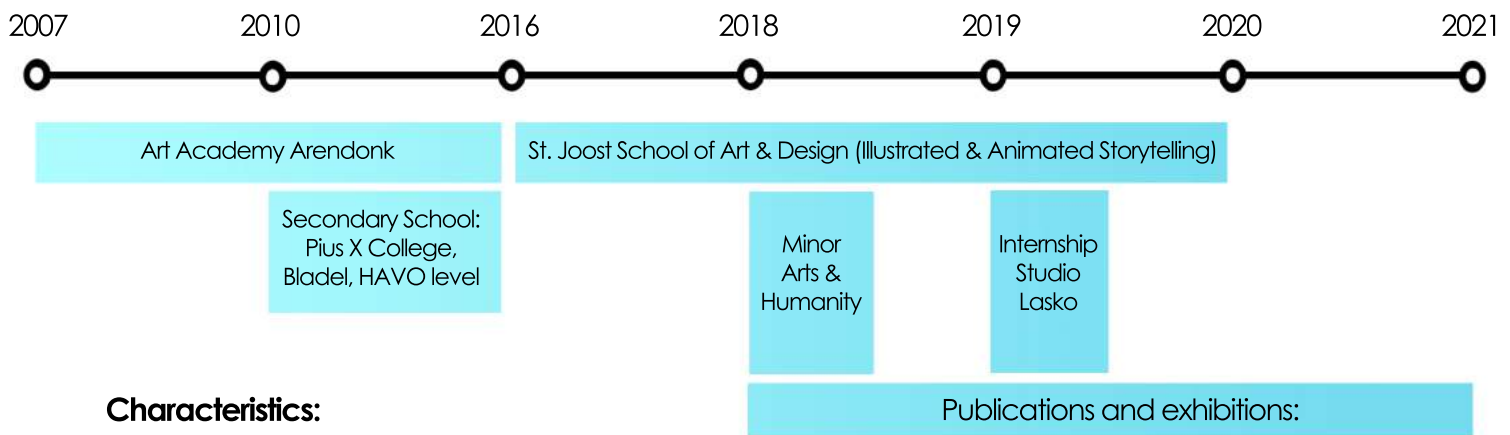




Name: Carlijn van der Leede
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Phonenummer: +31613428758
Date of birth: 15 April 1998
E-mail: carlijnvan derleede@gmail.com

Hi! My name is Carlijn. As an illustrative designer I am happy to help you with the visual reinforcement of your story. With my broad knowledge of analogue and digital techniques I transform your texts, product ideas or company into something beautiful. I can adapt my illustration style flexibly to your story, the target group and your personal wishes. I prefer to work on projects that contribute to understanding, knowledge and empathy regarding the well-being of people, animals or nature.



Characteristics:

Resourceful, studious, thoughtful, dedicated, silent helper, mood sensor, socially aware, accountable.

Main Skills:

- Illustration
- Graphic Design
- Painting
- Animation

Computer skills:

- Photoshop
- Illustrator
- Indesign
- After Effects
- Audition

Languages:

Dutch
English

Hobby's:

Walking in nature, listening to music, watching series or films, playing the violin, reading (fiction and non-fiction), good food and meeting with family or friends.

Publications and exhibitions:

- 2021 Design of the game Archidome. 'On a space journey to a healthy back'.
- 2020 Illustrations book 'Optie samenleving' ('Option Society') by Erik Lathouwers
- 2020 Children's book 'Tekke de teek' ('Tekke the tick') in collaboration with teacher and writer Marga Heesters
- 2019 'Pets vs cattle'; Illustration for exhibition about contemporary idealism (in collaboration with Electron, City Museum Breda and City Archive Breda)
- 2019 Illustration magazine 'Oelater'
- 2018 'Animal lover?' showreel Illustratie Biënnale
- 2018 'Borderline' editorial illustration for De Verslaggever
- 2018 'Futurism'; infographic for Huis Doorn.
- 2018 'Timbertown' animation for Huis Doorn
- 2018 'Treated like food' illustrations for platform Drawing the Times.

Workshops attended:

Typography, illustrating and animating patterns, risoprinting, picture book illustration, photography, clay, modeling with zBrush, VR in Unity, bookbinding, 3D printing and lasercutting, linoleum printing, relief printing, etching, model painting, color theory, perspective, presentation, masterclass independent entrepreneurship.