



L I N D A  K E N T I E

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My name is Linda Kentie. I'm an all round 'visual & interface artist' in the game industry. I have more than 10 years experience with many ideas on layouts for interfaces and designs, and worked on various projects as an art director.

I've worked in many areas of game development, including: concept, visual design, interfaces, branding, creating 2D game assets, etc.

I'm both a good solo- and team player, and due to my background in game development I'm a good intermediary between art and technical disciplines. In every project I strive for the best solution for both the customer and the user.

Work History

Little Chicken Game Company Sep 2007 – May 2017

Senior Visual & Interface Designer

- Art direction and concept design
- UI designer, creating the 2D elements, wire frames and game flows. Brainstorm together with programmers to create the best flow or test prototypes
- Tech artist, creating ready-to-use prefabs for programmers in Unity 3D and components in Adobe Animate
- Creating brand identity for games or applications
- Webdesign
- DTP, creating and manage all printed media from game logo's, event displays, flyer
- Manage all the monthly and annual newsletters through Mailchimp
- Develop and design presentations

*Recommendations on request

DM Creatieve Communicatie Mar 2006 –Jun 2007

Graphic & Web Designer

- Creating brand identity (logo's, business cards, stationery paper, flyer etc)
- Designing websites and newsletters, working Freeway and WordPress
- DTP work for catalog and magazine
- Designing presentations

Uitgeverij Contact Jan 2004 – Jun 2004

Intern Production & DTP

- DTP & Print Publishing Assistant. Manage and structure new edition of books, from master copy to finished product
- Designing book covers

Drukkerij Krijgsman Sep 2002 – Feb 2003

Intern Production & Graphic Designer

- Creating brand identity (logo's, business cards, stationery paper, folders etc)
- Design various baby, wedding stationery, Invitations and mourning cards

Language

- Dutch (native)
- English (fluid)

Education

- 2004 – 2010 HBO Hogeschool van Amsterdam Interactieve media
- 2000 – 2004 MBO Grafisch Lyceum Amsterdam Grafisch Intermediair

Skills

Visual design	●●●●●
UI design	●●●●●
Concept art	●●●●●
Character design	●●●●○
Illustration	●●●●●
Wireframes	●●●●●
Branding	●●●●●
Printed media	●●●●●
Webdesign	●●●●○
HTML	●●●●○
CSS/SCSS	●●●○○
Agile development	●●●●●
2D game assets	●●●●●
Animation	●●●○○
Qualified first aider	●●●●○

Tools

Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Animate
Adobe After Effects
Unity 3D
Wordpress
Visio
Tortoise SVN
Sourcetree GIT
Scrumwise
Atlassian JIRA

Project / Game titels

Little Chicken Game company

Year	Project	Platform	Main role
2017	Albert Heijn Efteling app	IOS & Andriod	Senior Artist
2017	Internet of Elephants	Prototype	Art Direction / Concept design
2016	Craft - OOI	PC	Senior UI Designer
2016	Albert Heijn Terug naar de dino's	IOS & Andriod	Senior Artist
2016	Little Chicken Branding	PC / Print	Art Direction / Visual Designer
2015	KLM Jets	IOS & Andriod	2D Art Direction / UI Designer
2015	KLM Flying the sky	IOS & Andriod	2D Art Direction / UI Designer
2015	KLM Aviation Empire	IOS & Andriod	2D Art Direction / UI Designer
2014	AKZO Nobel	IOS & Andriod	Concept design
2014	Coach 4 life	IOS & Andriod	Concept design
2013	Craft - Kenteq	PC	Senior Artist
2012	SXPD - David Perry	IOS & Andriod	Lead UI Designer
2012	Raveleijn - Efteling	PC / Web	Lead UI / Web Designer
2011	Suzuki Swift Challenge	PC / Web	Lead UI Designer
2011	Pritt Knutselwereld	PC / Web	Lead Artist / UI Designer
2011	Trivalis Online Quiz	PC / Web	Lead UI Designer
2010	Lorena Ochoa Golf	Nintendo Wii	Concept Art
2010	Sport is vet	PC / Web	Concept Art / UI Designer
2010	The Explorer and the mystery of the diamond scarab	Nintendo Wii	Additional UI Design
2010	Death Chase	PC / Web	Concept Art / UI Designer
2010	Tipping Point	PC / Web	Concept Art / UI Designer
2009	Sprookjesboom - Efteling	PC / Web	Animation / UI Designer
2009	Subsurface (3DVIA Virtools Tech demo)	PC	UI Designer
2009	BP Caravan Game	PC / Web	UI / Web Designer
2009	Vredestein Trac Challenge 2	PC / Web	UI / Web Designer
2008	AMB IT	PC / Web	Concept Design
2008	Postbank Vakantie Banen Spel	PC / Web	UI / Web Designer
2008	Ises	PC / Web	UI / Web Designer
2007	Urban Jungle Driving - Volkswagen	PC / Web	UI Designer
2007	The specialists - Pickwick	PC / Web	UI Designer

Awards

SpinAwards 2014 – Aviation Empire

Little Chicken / KLM

Lead 2D & UI designer & Promotional art

Dutch Game Award 2013 – Aviation Empire

Best Co-Production

Little Chicken / KLM

Lead 2D & UI designer & Promotional art

Dutch Game Award 2010 – Knutselwereld

Best Advergame

Little chicken / Henkel Nederland

Lead 2D & Interface designer

FWA – Knutselwereld 2009

Site of the day

Little chicken / Pritt

Lead 2D & Interface designer