

Curriculum Vitae Arjen Klaverstijn

> Personalia

Name	Arjen Klaverstijn	Location	The Netherlands
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> Profile

Arjen Klaverstijn is originally a freelance animator who graduated from the Utrecht School of Arts in The Netherlands with a Bachelor of Art & Technology. There he studied "3d Computer Animation & Visual Effects", combining his two passions: working with computers and art.

During the corona pandemic he sidestepped working with bikes as the workshop leader for Decathlon Utrecht.

Besides working with bikes, Arjen is also an open source software and hardware enthusiast and likes to program in his spare time, as a hobby, but also to help him out on a professional level. For colleagues, family and friends he is the one you go to when an appliance or something else breaks down (including your home or small business server). He is also quite active in helping out with beta testing, debugging and training in Decathlon's proprietary Workshop POS system.

Lately computers get most of the attention, diving into the latest frameworks, software libraries and hardware platforms. From home automation to embedded hardware. From android apps to web design and when he has some time left he likes to play hacking CTF's. It's clear that everything seems interesting at the moment, and that is why he's currently in the process of figuring out in which direction lies a possible career.

When he's not busy with technical stuff you can find him in his garden making it greener every day, in nature exploring or on his bike racing the dutch polders.

> Education

2005 – 2010 Utrecht School of the Arts – 3D Computer Animation and Visual Effects

Diploma received: Bachelor of Art & Technology

2004 - 2005 ROC Midden-Nederland

VWO (pre-university secondary education) Culture & society, diploma received

1997- 2004 Oosterlicht College Nieuwegein

VWO (pre-university secondary education) Culture & society

> Work experience

Nov 2020 - Heden // Decathlon The Wall - Leader Workshop

Als workshop leader was ik verantwoordelijk voor het op peil houden van de voorraad 'spare parts' van de werkplaats. Wanneer het nodig was, belast met de zoektocht naar 3de partij onderdelen. Ook was ik belast met het bestellen van de tools en "consumables" zodat iedereen in het team fietsen, waaronder mensen die afmonteren, optimaal hun werk kunnen blijven doen. Ook ben ik belast met het optimaliseren van werkplaats processen en het volgen en geven van producttrainingen en algemene trainingen aan nieuw personeel. Daarnaast ben ik eindverantwoordelijke voor elke fiets die gerepareerd moet worden en behandel ik garantie vraagstukken en de communicatie naar de klant hierover.

In mijn dagelijkse werkzaamheden was contact met het franse moederconcern en de leiders op nationaal niveau erg belangrijk en zorgde ik dat iedereen op de hoogte is van technische veranderingen in de producten en 'quality actions' waar nodig. Ook was ik aanwezig en betrokken bij de recruitment van nieuwe werkplaatsmedewerkers.

Bereikt in de tijd dat ik bij Decathlon werkte:

- De repairability rate van 64% naar bijna 99%.
- Opsturen van fietsen naar service centrum verminderd naar 2 per jaar.
- Invoeren van online afspraken systeem
- Transitie naar nieuw software pakket
- Papierloos werken in google workspace
- Eerste Range 3 gecertificeerde monteur bij Decathlon

2020 - Nov 2020 // Decathlon - Bike Mechanic

Verantwoordelijk voor afmonteren en repareren (groot en klein onderhoud) van de volledige catalogus van lopende en uitgefaseerde Decathlon producten.

Revisie en reparaties van hybride-, stads-, race-, vouwfietsen en mountainbikes.

- Richten van wielen en rem rotors.
- Vervangen van bottom brackets. (Schroef en Pressfit).

Elektrische fietsen:

- Decathlon en Brose motors repareren en/ of vervangen. Debuggen en diagnosticeren dmv custom software en hardware.

Batterijen repareren waar mogelijk.

2011 – Present Freelance Animator and Illustrator

Projects

- Crooked Line - Parasol Island - Groupon, Character Modeling, Character Rigging, Animation, Rendering
- BBC - Louis Theroux's Beyond Reason of Insanity (2015) - Title Sequence - Production, Design, Animation
- BBC - Louis Theroux's Transgender Kids (2015) - Title Sequence - Production, Design, Animation
- Loish - Memberry - 2D Animation - Character design - Motion Graphics - Rendering
- BBC - Louis Theroux's LA Stories (2014) - Title Sequence - Production, Design, Animation
- Loish - Channel 4 - Captive - Documentary - Animated Sequences - VFX, Animation
- Minivegas - 3FM Awards, 3D Animation, 2D Animation, Compositing
- Crooked Line - T-Systems - Character Modeling,, Character Rigging, Animation
- Crooked Line - Ziggo - Character Modeling, Design, Rigging, Animation
- Pink Roccade Beweging 3.0 - Mvr. Cornellisen - Direction, Production, Design, Animation (full pipeline)
- Marco Klein - Media Markt/ Saturn TV commercials - 3D modeling, Animation, Rendering
- Glow Forth - Last Inua (game) - Lead Characters - Models Cleanup, Rigging
- e.a.

2010 – 2011 MediaMonks

3D animator at one of the world's largest online branding and strategy company. Part of team 'motion' responsible for creating animations and live action productions for big clients like: TomTom, Albert Heijn, KLM, Enexis.

- 3D animation, lighting, rendering
- Working at a big online branding company
- Working in a multidisciplinary team
- Worked on work flow and project management issues

2010 – present Freelance animator, illustrator & 3d generalist

Director at own company and co-founder and director at Paperbag Parachute Studio.

2009 – 2010 Manfred

Production & direction for the first episode of 'Manfred'.

Featured on numerous sites, including cartoonbrew.com. Selected for Cinekid film festival 2010.

- Production, direction and animation of an animated short
- Full animation in Autodesk Maya
- Compositing in Nuke
- Direction of music composer and background designer

2009 Trichrome Blue

Special effects and additional animation for the short Trichrome Blue by Lois van Baarle.

Winning project of the 2009 Utrecht School of the Arts award.

- Special effects animation in Autodesk Maya
- Additional effects in Adobe After Effects
- 3D animation director of a mainly 2D short

2008 – 2009 Tasuba project Tanzania

Development and execution of a lesson plan to teach animation to a group of students from the TaSuBa art school Bagamoyo in Tanzania. The animations made were screened during the Bagamoyo arts festival.

- Group coordinator & teacher
- Working together in an interdisciplinary team
- Technical support and development of lesson material
- Festival planning and projection operator
- Direction and animation of several multidisciplinary projects

2008 Blitsgroup

Development and creation of an animated short intended to illustrate the ideas of the consultancy company Blitsgroup.

- Research and development
- Concept art and scenarios for several animated shorts
- Production, direction and execution of an animated short

2007 Basta!

Special Effects for the award winning short *Basta!* by Michiel Ten Horn.

- modeling of a digital set based on live action footage
- tracking of live action footage on Cineon digital intermediate format
- rendering & compositing of CG and live action

2006- 2007 Advies- en Konstruktiebureau Boerkoel

Job at design engineering bureau Boerkoel for the advancement of my technical skills.

- Assistant to constructor
- 2d and 3d Autocad drawings

2005 Giraf Pas (AVRO)

Art direction and development of a flash game for the AVRO network, in cooperation with a programmer.

- Direction & Art direction
- Working in a team with a programmer

- Game design
- Animation

> Internships

2007 Animation studio Urrebuk

Internship at animation studio Urrebuk, where I worked on the music video 'Wolkenkrabben', a TV commercial for *Voedingscentrum* and several independent animations by Urrebuk.

- Concept art and style development
- 3D and 2D animation
- Compositing in After Effects
- Creating animatics and storyboards
- Working with live footage (filming, keying, compositing)

> Distinctions and achievements

2010 Cinekid – Category 'Nederlands Kort' (dutch short) – Animated short 'Manfred'

> Languages

Dutch	mother tongue
English	excellent
German	basic
French	basic

> Graphical Software skills

Autodesk Maya	excellent	After effects	excellent
Cinema 4D	ok	Photoshop	excellent
Blender	good	Illustrator	good
KiCad	good	The Foundry Nuke	ok
fusion 360	good/ excellent	2d3d Boujou/ pfTrack	basic

Programing Languages ([Github](#))

Javascript

Java (spring + hibernate e.a. + proto buffers etc.)

Java (Android studio Programming)

Python

HTML5

Wordpress (php theming)

CSS, SASS, SCSS

arduino wiring (C++)

> Frameworks and Environments

IDE's

- Visual studio code (platform.io/ git/ sass etc)
- eclipse
- android studio

Runtimes

- node.js
- python RT
- java VM
- Spring boot (jetty)

VM

- Oracle VM Virtual Box

VCS

- Git
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Containerisation

- Docker

OS of choice

- Windows 10/ 11
- Kali Linux (security testing & CTF's)
- Ubuntu Desktop
- Ubuntu Server (home server/ nas)
- Debian (Raspberry Pi proxy server DNS)