

## Contact

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## Top Skills

Storyboarding

Concept Design

Comic Art

## Languages

English (Professional Working)

Dutch (Native or Bilingual)

## Publications

Megaman tribute book

World of Warcraft tribute book

De Bieb Bende

Cafe Sale Artbook 05

Various Games

# Robin Keijzer

Freelance Concept artist & Art director

Breda Area, Netherlands

## Summary

Robin Keijzer is a productive & versatile artist, who mostly works on comics & games but also illustrates books, writes RPG-stories – and even hosts a unique series of model drawing sessions.

Apart from making art, Robin has a knack for developing concepts; he for example imagined PomPomParty, the first camera-based dance game for Sony, made the addictive card-game Gang Up! about trust & betrayal – and envisioned an entire world build on books for the cult game Fairytale Fights.

Robin has worked on 25+ games, produced over 100 comic pages & ran several successful Kickstarter-campaigns. Robin currently works as a freelance artist, but has also been an art director and managed up to 30 artist for a period of 3 years.

## My services

I work as a 2D artist & Art Director.

In support of my primary services; I also work as a game designer, writer & 2D animator.

## My experience

I worked 10+ years as a professional 2d artist & Art Director; see portfolio.

I worked on 25+ games, for consoles, tablets & mobile devices; and made some card games.

I made several comics & book covers.

I managed art teams, organized creative events, gave lectures & assessed student work & mentored interns.

I've successfully managed various promotion campaigns, including my own Kickstarter projects.

I organized over 50 'thematic' model drawing sessions in support of the Dutch art community.

10+ years of storytelling & gameplay experience through hosting weekly roleplaying games.

### My specialties

Concept art & 2d Game assets.  
Art direction & Production management.  
Storyboards & Comics  
Roleplay Maps & Card- & boardgames  
Game- & level design

### My subjects

I'm best suited for subjects that have a touch of humor :)

### Attributes

Creative, Efficient, Original, Problem solver, Punctual, Organized.

### Clients & collaborations:

These are some clients, publishers & schools that I worked with in the past.

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## Experience

Robin Keijzer, freelance artist  
Freelance Concept artist & Art director  
June 2010 - Present  
Nb, Netherlands

I worked on the following projects:

(Project name// Developer name / My contribution to the game )

Fru// Through Games/ additional art (2016)  
Cello Fortress// Joost van Dongen/ concept art (2016)  
Dragon Punch// Koen Hendrix/ Art

Gang Up! // Paul van der Meer & Myself/ art & gamedesign (2015)  
 LP Recharge // Linkin Park/ Art (2012)  
 Chaos Battle// Double Dutch Games/art for entire game (2011 & 2014)  
 Awesomenauts // Ronimo Games/ Character Art (2011)  
 Candy Kids // Abstraction Games/ visual style development (2011)  
 Battle Band // Quenta Holding/ art (2011-2012)  
 Must & RiskBender//Bruut Games/ art (2011)  
 Last Inua // Glowforth/ concept art (2010- 2011)  
 Rebirth Demo// Global Gamejam 2011/ art for the entire game (2011)  
 Several games // Midnight Tinkering / art (2013- 2015)  
 FreakingMeatbags// Alexandre L./ redesigns (2013)  
 Jak&Poi// Alexei M./ additional art (2014)  
 The Biking Dead // Tangenlabs/ art for the entire game (2013)  
 Claustrophobia // Daniel Millward / Game Cover (2014)  
 Dark Centuries// ENLIGHTENING SOLUTIONS LTD/ Character designs,  
 storyboards (2014)  
 Magic Foundry// Fundemic/ co-provided the art for the entire game (2013)  
 ADP trailer// Studio 05/ art (2015-2016)  
 Disney// UNGA/ art (2015)  
 Azzyland// / Game map (2015)  
 Beijing Zhidian Technoloy/ first concept art for the game (2014)  
 GetSetGames/ character designs (2013)  
 Mysticbox/ isometric character designs (2013)  
 Booster Media /Art Direction advisor (2012)  
 Butterfly Games/ Concept art (2012)  
 Lightning Fish Games Limited/ concept art (2011)  
 Qlovr Co/ fantasy map & characters (2014- 2015)  
 A-Steroids/ character & background design(2014)

I also occasionally share my knowledge as; external examiner & lecturer for art schools, e.g. HKU/ NHTV/ GLR/ Olimpia and act as & committee advisor (2007-2016)

**Self Employed**  
**Comic Artist & Creator**  
 June 2010 - Present

I worked on the following projects:

AnteGods issue 1 // Codeglue / Art & character design (2016)

Luna the Vampire // Yasmin Sheikh / Story, Storyboard art & comic cover  
(2013- 2018)

Comicstore De fantast// promotional artwork (2010-today)

De Bieb-bende bookseries // Michale Reefs / Several cover illustrations (2014-  
today)

Strips2Go// FindIt Media / Talent scout & Editor during the setup of this  
magazine (2013)

My self developed & printed projects:

Coffin Crushers // comic series, in progress - with Brian Spinney & Menno Stas  
(2015-2018)

Wizard Brew // comic series (2011-2012)

Splash VS Clean // single issue comic (2010)

Treasure Hunt // single issue comic (2010)

VERSUS01 // hardcover art book (2010)

ROBIN KEIJZER portfolio vol.2// hardcover art book (2016)

Playlogic Game Factory B.V.

5 years 2 months

Art Director

July 2007 - May 2010 (2 years 11 months)

As an Art Director I worked on the following games:

Fairytale Fights 2 setup // concept art & art direction.

Fairytale Fights DLC // art direction.

Fairytale Fights // co-created original concept, concept art, basic storyline,  
initial gamedesign, art direction. (Released 2009)

Pom Pom Party // created original concept incl. initial concept art & graphical  
style; upon which this concept was developed by SCEE in a collaboration with  
PLGF. (Released 2008)

& Various undisclosed game concepts.

Concept Artist

April 2005 - June 2007 (2 years 3 months)

As a concept artist I worked on the following games:

Fairytale Fights // concept, concept art, story, initial gamedesign.

Tori Emaki // artwork.

Xyanide Resurrection // concept art, digital animated comic; story, storyboard, art, animation.

Project Delta // concept art.

Silvester Strips/ Uitgeverij Silvester

All round employee

July 2003 - February 2005 (1 year 8 months)

Co-managing the comic shop & convention stands for comic publisher Silvester.

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## Education

Tilburg University

Master, Copyright Law · (1999 - 2004)

Cartoonschool (Amsterdam)

'Artist', Character design & Comics · (2000 - 2002)