



About

My name is Keriem Dijkma and currently I am a 3rd year visual art student at NHTV in Breda, the Netherlands.

The love for video games and art started at a young age and continues to be a big part of my life. I am interested in a wide array of different styles and subjects, my main interest being 3D character creation. My passion lies with modeling, texturing and sculpting, and I focus on improving those skills to achieve better results each time.

I feel my strongest traits are dedication, attention to detail and the drive to perform at the highest standards. I also enjoy collaborating with others and I am not afraid to ask for help.

Over the past eight years, I have grown as an artist and worked on several published titles. To continue my growth, I want to gain experience working in a AAA environment and learn from the best.



Languages

Dutch

English

First language

Professional proficiency



Skills



ADVANCED



ADVANCED



ADVANCED



INTERMEDIATE



INTERMEDIATE



Honor & Awards

ArtStation

- Staff pick
- Top trending
- Featured on social media

NHTV Propaedeutic Award

- Awarded best Visual Artist year 1

IGAD Game Awards, Competed with our game Ragnarok

- Overall Best Game
- Best Game Arts
- Audience Award



Experience



Personal detail

Name: Keriem Dijkma
Date of birth: 18-8-1993
Nationality: Dutch
Currently living: Breda, The Netherlands



Education

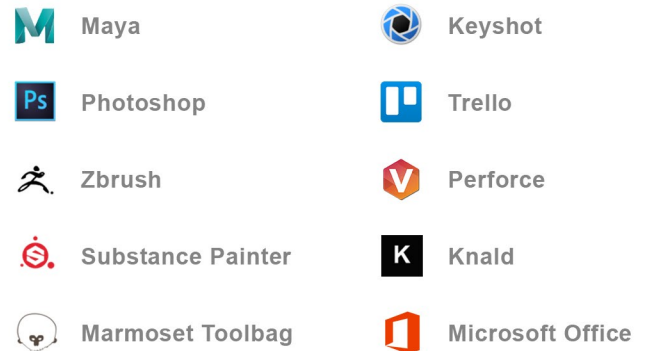
2015 - Current **Visual Art**
NHTV Breda University of Applied Sciences, The Netherlands

2010 - 2014 **Game Architecture and Design**
Alfa-college, Boumaboulevard, The Netherlands

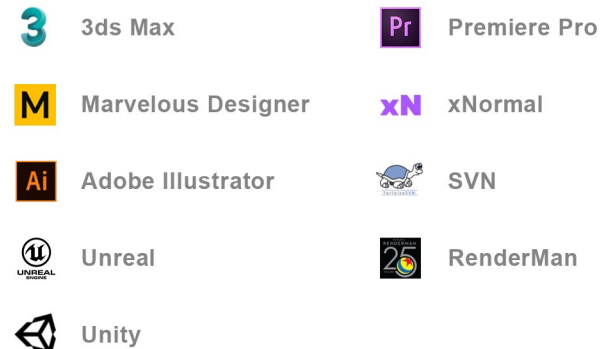


Software

Focus



Capable



Professional Titles

