

MARIT BOUMA

2D/3D Artist & Designer

2D/3D Artist & Designer with experience in both game development and graphic design. Focuses on designing and creating visual content with a strong emphasis on game assets, concept art and marketing visuals. Combines technical insight with problem-solving skills and quickly adopts new techniques. Works efficiently and in a structured manner in both solo and team-based projects.

Graduated cum laude in Creative Media & Game Technologies.

WORK EXPERIENCE

Toys and Garden – Content Creator & Graphic Designer

Part-time | Jun 2024 – Present

Internship | Feb 2024 – Jun 2024

- Editing, optimising and retouching product photos and marketing visuals for the webshop and social media.
- Designing seasonal campaign banners, digital magazines and A+ content for Amazon product pages.

AquaZoo Leeuwarden – Game Artist & Designer

Graduation Project | Feb 2025 – Jun 2025

- Solo development of an educational, language-free game for young children, including concepting, art creation, asset production, animation, programming and implementation in Unity.
- Collaborating with field professionals to translate content into clear, visually engaging and nature-accurate gameplay.

ByYourSite – Game Artist & Designer

Internship | Feb 2020 – Feb 2021

- Designing game concepts, 2D/3D assets and textures for an internal game project.
- Contributing to visual style development and the creation of environments and props.

Other Work Experience

- Jumbo Supermarkets – Fresh Department Assistant (2018–2023)
- The Tosti Club – Barista (2023)

EDUCATION

Hanze University of Applied Sciences

Creative Media & Game Technologies (HBO)

2021 – 2025 | Graduated cum laude

Alfa College Groningen – Graphic Design (MBO)

2018 – 2021



Arnhem, The Netherlands



boumamarit@gmail.com



[linkedin.com/in/marit-bouma](https://www.linkedin.com/in/marit-bouma)



[maritbouma.com](https://www.maritbouma.com)



Driver's licence B

SKILLS

Software & Tools

- Blender
- Adobe CC
- Unity
- Unreal Engine 5

Art & Design Skills

- 2D Art
- 3D Modeling
- Texturing
- Animation
- Concept Art
- Visual Design
- Photo Editing

Professional Skills

Leadership

Adaptability

Problem-Solving

Visual & Conceptual Creativity

Quick Learner

LANGUAGES

- Dutch (Native)
- English (Fluent, Cambridge C1)
- German (basic)