

Konrad Beerbaum

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(707) 479-1729

Industry Employment

- **High Moon Studios** 04.2016 – Present
Senior Environment Artist
- **Turtle Rock Studios** 04.2013 – 03.2016
Senior Environment Artist
- **Vigil Games** 08.2010 – 01.2013
Environment Artist
- **Idol Minds** 01.2008 – 10.2009
Environment Artist

Shipped Titles

- Destiny 2 Forsaken 2018
- Evolve DLC 2015
- Evolve 2015
- Darksiders 2 DLC 2012
- Darksiders 2 2012
- Pain DLC 2009

Engine Workflow Experience

- Radiant
- Grognok
- UE4
- CryEngine 3
- Source Engine

Art Tools Production Experience

- Max
- Maya
- Zbrush
- Substance Painter
- Marvelous Designer
- PBR & Photogrammetry

Skills

- Well versed in PBR workflows and photogrammetry.
- World building complex game environments using modular and unique assets.
- Hard surface modeling, organic sculpting, efficient low poly modeling and uv mapping.
- Creation of efficient dynamic physics meshes and complex breakable objects.
- Realistic and stylized texture creation.
- Workflow planning, team coordination, and outsource art direction and management.

Education

- Ex'pression College for Digital Arts 2004 - 2006
Bachelor of Applied Science, Animation and VFX
- Sonoma State University 2003 - 2004