

Konrad Beerbaum

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(707) 479-1729

Objective: To work on exciting games as an environment artist.

Industry Employment

- Idol Minds 2008
Environment Artist

Shipped Titles

- PAIN: Amusement Park 2008
(PS3 - PSN)

Experience

- Talon 1-5 Mod Team 2007
Weapon Modeler & Texture Artist
- Goldeneye Source Mod Team 2007
Character/Weapon/Prop Modeler & Texture Artist
- Xzault Media Group 2007
Intern - Modeler/Texture Artist

Technical Qualifications

- Autodesk Maya
- Skymatter Mudbox
- Adobe Photoshop
- xNormal

Game Engine Experience

- Havok Physics Engine *(Havok)*
- Ice Engine *(Sony, PS3)*
- Source Engine *(Valve, PC)*

Skills

- Efficient low poly environment, vehicle, and prop modeling.
- High poly modeling/sculpting & normal map creation.
- UV mapping & texture painting
- Efficient proxy/physics mesh creation & LOD meshes

Education

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