

Konrad Beerbaum

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(707) 479-1729

Industry Employment

- **Cold Iron Studios** 08.2019 – Present
Principal Environment Artist
- **High Moon Studios** 04.2016 – 07.2019
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
- Unreal Engine 4
- CryEngine 3

Art Tools Production Experience

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

Strengths

- Extensive experience as the principal artist taking large complex maps from concept to ship.
- Heavy focus on collaborating closely with design to meld art and design goals seamlessly.
- Extensive experience working with tech art to design art tools and workflow improvements.
- Extensive experience working with perf tools and optimizing map performance.
- Well versed in PBR workflows, photogrammetry, and realistic and stylized texture creation.
- Well versed in AAA caliber asset creation including hard surface, organic sculpting and cloth.
- Extensive experience managing outsource asset creation including spec sheets and art direction.

Education

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