

**Konrad Beerbaum**

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(707) 479-1729

**Objective:** To work on AAA caliber games as an environment artist.**Industry Employment (2 yrs)**

- Idol Minds 2008 – 2009  
*Environment Artist*

**Shipped Titles**

- PAIN: Smash Pack (PS3 - PSN) 2009
- PAIN: Sore Spots (PS3 - PSN) 2009
- PAIN: Movie Studio (PS3 - PSN) 2008
- PAIN: Amusement Park (PS3 - PSN) 2008

**Experience (3 yrs)**

- Eclipse Mod Team (CryEngine 2) 2010  
*Environment Artist*
- MechWarrior: Living Legends Mod Team (CryEngine 2) 2009  
*Environment Artist*
- Goldeneye Source Mod Team (Source Engine) 2007 - 2010  
*Lead Artist (Environments/Props/Weapons)*

**Game Engine Experience**

- CryEngine 2 (Crytek – PC)
- Unreal Engine 3 (UDK) (Epic – PC)
- Havok Physics (Havok – PS3)
- Source Engine (Valve – PC)

**Technical Qualifications**

- Autodesk Maya
- Autodesk 3D Studio Max
- Autodesk Mudbox
- Pixologic Zbrush
- Adobe Photoshop

**Skills**

- Efficient low poly environment, vehicle, and prop modeling
- High poly modeling/sculpting & normal map creation
- Texture painting (realistic/stylized/painted)
- Creation of efficient dynamic physics meshes and complex breakable objects

**Education**

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