

Konrad Beerbaum

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Objective: To produce awesome environment art for AAA titles.

Industry Employment

- Vigil Games 08.2010 - Present
Associate Environment Artist
- Idol Minds 01.2008 – 10.2009
Environment Artist

Shipped Titles

- Pain DLC (PS3 - PSN) 2008 – 2009
- Goldeneye Source (PC) 2010

Experience

- Eclipse Mod Team (CryEngine 2) 05.2010 – 09.2010
Environment Artist
- Goldeneye Source Mod Team (Source Engine) 07.2007 – 07.2010
Lead Artist (Environments/Props/Weapons)

Game Engine Experience

- Oblivion/Watchtower (Vigil – PC/PS3/360)
- CryEngine 2 (Crytek – PC)
- Unreal Engine 3 (UDK) (Epic – PC)
- Havok Physics (Havok – PS3/360)
- Source (Valve – PC)

Technical Qualifications

- Autodesk 3d Studio Max
- Autodesk Maya
- Pixologic Zbrush
- Autodesk Mudbox

Skills

- Efficient low poly modeling and uv mapping
- High poly modeling/sculpting & normal map creation
- Texture painting (realistic/stylized/painted)
- Planning and creation of modular environments
- 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