CURRICULUM VITAE

Remco van den Berg  
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Junior Tech Artist  
  
I am a design and art student, currently looking for an internship in the field of tech-art as part of my education. Working on particle effects and atmospherics to create a lively gaming world is something I do with a passion.

**EDUCATION  
2011 – present** **Bachelor in International Game Architecture & Design**

*NHTV University of Applied Sciences, Breda, the Netherlands*

*Research Project:* Houdini VFX systems: Particles, PyroFX and Procedural animation.

*Expected graduation: July 2016*

**2007 – 2011** **Gamedesign**

*Grafisch Lyceum Utrecht, Utrecht, the Netherlands*

*Graduated July 2011*

**WORK EXPERIENCE**

**2010 – 2011 3D generalist**

*Xform, Utrecht, the Netherlands*

6-month internship

*Tasks:* Modeling characters, Texturing characters, Animating characters, Level design

*http://www.xformgames.com/*

**2010 3D Artist**

*Virtek, Schiedam, the Netherlands*

6-month internship aimed at improving modeling skills

*Tasks:* Modeling boats, Learning multiple modeling software programs

*http://virtek.nl/*

**SOFTWARE AND LANGUAGE SKILLS   
  
Software** After effects

Houdini

Marmoset Toolbag

Maya

Motionbuilder

Photoshop

Premiere Pro

Unreal Engine 4  
 UDK

Zbrush

**Skills** Low-poly Modeling

High-poly Modeling

Particle systems/dynamics

Shader building  
 Compositing

Unreal 4

Problem solving

Gamedesign

Visual Design

**Language skills** Dutch - Native

English – Fluent in writing and speaking

**INTERESTS AND ACTIVITIES**  
  
Films: Interstellar, Moon, Sunshine.  
Music: Listening to music, Creating music, Playing guitar.