

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.