Konrad Beerbaum
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Industry Employment

- High Moon Studios   *04.2016 – Present*
  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

- Evolve   (XB1, PS4, PC)   2015
- Evolve DLC   (XB1, PS4, PC)   2015
- Darksiders 2   (PS3, X360, PC, Wii U)   *2012*
- Darksiders 2 DLC   (PS3, X360, PC, Wii U)   *2012*
- Pain DLC   *(PS3)*   *2009*

Game Engine Experience

- Unreal Engine 4
- CryEngine 3
- Vigil Game Engine
- Havok Physics
- Source Engine

Technical Qualifications

- 3D Studio Max
- Maya
- Zbrush
- Substance Painter
- Photoshop

Skills

- World building complex game environments using modular and unique assets
- Hard surface modeling, organic sculpting, efficient low poly modeling and uv mapping
- Creation of efficient dynamic physics meshes and complex breakable objects
- Realistic and stylized texture creation
- Workflow planning, team coordination, and outsource art direction.

Education

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