

Felix van den Berg

Hardsurface Modeller

Haagdijk 85a, 4811TP Breda, the Netherlands – Dutch Nationality
+31642440921 - felixb@live.nl - www.felixvdb.org - Skype: Felixbrs

A passionate hard surface modeller looking for an internship. I love creating challenging complex curved models.

Education

2011 – Present International Game Architecture and Design – NHTV University of Applied Sciences, Breda, the Netherlands

Research project: How do I create a high poly mech within digital sculpting software, researching various sculpting techniques in order to find the most efficient workflow

Relevant Experience

2011 - Present Gamelab, NHTV Breda University of Applied Sciences
Gamelab is a game studio simulation, one day a week, for fourteen weeks. A team of Artists, Designers and Programmers are put together to create a game from scratch.

Work Experience

2010 – 2013 Hotel Den Haag-Nootdorp, waiter/bar tender
2013 – Present Nightclub “de Graanbeurs”, all round
2014 – Present A la Carte – Hospitality Employment Agency

Computing Skills

Autodesk Maya:	Advanced	Headus UVLayout:	Advanced
Pixologic Zbrush:	Intermediate	Unreal Engine 4:	Intermediate
Adobe Photoshop:	Advanced	Marmoset Toolbag:	Advanced
Quixel Suite:	Advanced	Luxion Keyshot:	Advanced
XNormal:	Advanced		

Languages

Dutch	Native
English	Fluent

Competencies

- Used to working in teams
- Strong communication skills
- Used to work under pressure
- Flexible
- Curious/eager to learn

Hobbies

Skateboarding	Socializing
Collecting sneakers	Movies