

ROBERT BERRIER

Master 3D Artist



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Portfolio: www.robertberrier.com
Company: www.highpriority.com
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Employment:

- High Priority - Game Art [Company owner]
Founder & Owner
Jan 2017 to present

- Freelance 3D Artist [Freelance]
3D artist with a specialty in game art.
May 2011 to December 2017

- Media Monks
Senior and often lead 3D artist for the MediaMonks games department. Smaller projects, weeks to months, mostly client assignments. Advertising games, websites, mobiles games. Many high-profile brands.
May 2015 to December 2016

- Sanoma / Disney [Freelance]
Modeling in-game environments and the main city landscape for the title Duckworld Adventures.
Deciding the environmental art style and helping plan the project for the art team.
March 2014 to May 2015

- ISOTX
Modeling units and props for the title, March of War. Helping improve the art style and art assets.
Cleaning up source files and assisting with outsourcing. In general, when it came to anything that had to do with art, I was involved.
October 2012 / December 2013

- Virtual Fairground B.V.
Creating and helping with flash based, social MMO's. Mostly worked on props, items and environments.
Both the art phase and editor phase (in-house flash editors). Also done minor character modeling and 3D concepts.
April 2010 / May 2011

- Flash game development [Freelance]
Creating small browser games with a team of 3 to 4 people. Selling to international flash portals.
Okt 2007 / April 2010

- Takayama Katachi Stage and Design Division B.V.
Creating a set of 3D animations for their website and helping with general 3D art for promotion materials and festivals.
Jun 2006 / Aug 2006

Education:

- 3D Motive Workshops
- CG Society Workshops
Modern Game Art: Weapons (Jonathan Rush)

- QANTM College Amsterdam
Animation major
Nov 2006 / April 2009

- Internship at DPI Animation House
3D architecture and 2D render editing.
Jan 2005 / Aug 2005

- Grafisch Lyceum Rotterdam
MBO Games & Animation
Sept 2002 / Sept 2006

Reference:

- Media Monks B.V.
Schapenkamp 2
1211 PA Hilversum
The Netherlands
www.mediamonks.com

- Sanoma Media Netherlands B.V.
Capellalaan 65
2132 JL Hoofddorp
The Netherlands
www.sanoma.nl

- ISOTX
Neude 4
3512AD Utrecht
The Netherlands
www.isotx.com

- Virtual Fairground B.V.
Rietlandpark 301
1019 DW Amsterdam
The Netherlands
www.virtualfairground.com

- Takayama Katachi Stage and Design Division
B.V.
Boezemweg 16
3255 MC Oude Tonge
The Netherlands
www.taka-kata.com

- QANTM College
Johan van Hasseltweg 31
1021 KN Amsterdam
The Netherlands
www.qantm.nl

- DPI Animation house
Dr Lelykade 56
2583 CM The Hague
The Netherlands
www.dpi.nl

- Grafisch Lyceum Rotterdam
Heer Bokelweg 255
3032 AD Rotterdam
The Netherlands
www.glr.nl

Titles worked on:

HP Pharah Headset

Company: High Priority | Client: Media Monks
Tasks: 3D Retopo and materials

Smurfs - Swamp Adventure

Company: High Priority | Client: Lagotronics
Tasks: 3D art lead & PM

Family Guy AR Experience

Company: High Priority | Client: Media Monks
Tasks: 3D art lead & PM

Tank Blazers PC game

Company: Hanger Bay 12 | Client: -
Tasks: 3D art lead

Farm Fair & Farm Fair Japan

Company: High Priority | Client: Lagotronics
Tasks: 3D art lead & PM

GRIP: Combat Racing

Company: High Priority | Client: Caged Element
Tasks: Vehicle models

WWF Into the wild

Company: Media Monks | Client: WWF, ASM, Google
Tasks: 3D art lead

Google Tango Rainforest

Company: Media Monks | Client: Google Zoo
Tasks: 3D art lead

Toyota VR Experience

Company: Media Monks | Client: S&S / Toyota
Tasks: Environments and Props

Mercedes-Benz

Company: Media Monks | Client: Mercedes-Benz
Tasks: Vehicle optimization

Jeep Ride

Company: Media Monks | Client: Jeep
Tasks: Vehicles

Lego Nexo Knights Store Game

Company: Media Monks | Client: Lego
Tasks: 3D art lead

Google Tango New User Experience

Company: Media Monks | Client: Google
Tasks: 3D art lead

Averse Lands

Company: Freelance | Client: Averse
Tasks: 3D art vertical slice

Lego - Christmas app

Company: Media Monks | Client: Lego
Tasks: 3D art for Flash platform

SIRIN Labs - Mobile device reveal

Company: Media Monks | Client: SIRIN Labs
Tasks: Mobile device 3D model

Malibu Boats Customizer

Company: Media Monks | Client: Malibu Boats
Tasks: Boats and Materials

Budweiser - Selfie lens

Company: Media Monks | Client: Budweiser
Tasks: Face model creation

White Castle ChickENGA

Company: High Priority | Client: Media Monks
Tasks: 3D art lead & PM

Theme Park sculptures

Company: Freelancing | Client: Studio Blonk
Tasks: Zbrush sculptures

Crazy Mania

Company: Media Monks | Client: tus
Tasks: Character textures

Casino Social Hub

Client: Gamundo
Tasks: Environment

Panzer Pets

Company: Gamundo
Tasks: Environments, spider-bot

Eccky (3D pre-render version)

Company: Gamundo | Client: Eccky Holding
Tasks: Environment

Star Wars Share the Force

Company: Media Monks | Client: Target.com

Tasks: Low poly constellations

Duckworld Adventures

Client: Sanoma / Disney

Tasks: City landscape & Environments.

March of War

Company: ISOTX

Tasks: Modeling units and props.

Tommy Hilfiger - TommyNOW Drive

Company: High Priority | Client: Media Monks

Tasks: 3D art lead & PM

CAT - Showcase

Company: Media Monks | Client: CAT

Tasks: *Art creation & scenes*

Perrier - Vines

Company: High Priority | Client: Media Monks

Tasks: Model creation and animation

Ruffles World Cup Masks

Company: High Priority | Client: Media Monks

Tasks: 3D art lead & PM

Dell Play Through

Company: Media Monks | Client: Dell

Tasks: 3D Environments and Props

Hero World

Company: Virtual Fairground | Client: Activision

Tasks: Environments

Perfect Earth

Company: Virtual Fairground

Tasks: Environment, character modeling

Wizard Academy

Company: Virtual Fairground

Tasks: Environment

Club Galactik

Company: Virtual Fairground | Client: Alphanim

Tasks: props, items, fixing art bugs

Deloitte v2

Company: Virtual Fairground | Client: Deloitte

Tasks: Environments, props

Angular Momentum

Client: Gimme5Games

Tasks: Art & code

Various Small flash games

Client: BeefJack Studios, 2Games.com

Tasks: Art

Software:

Advanced understanding:

- The Foundry Modo
- Autodesk 3D Studio Max
- Adobe Photoshop
- Substance Painter
- Unity
- Quixel SUITE
- Marmoset Toolbag

Good understanding:

- Autodesk Maya
- Pixologic Zbrush
- Unreal Engine
- Adobe Package