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### **Employment:**

#### - High Priority - Game Art

Founder & Owner

Jan 2017 to present

#### - Freelance 3D Artist [Freelance]

3D artist with a specialty in game art.

May 2011 to present

#### - Media Monks

Senior and often lead 3D artist for the Media Monks 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
- 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](http://www.mediamonks.com)
  
- Sanoma Media Netherlands B.V.  
Capellalaan 65  
2132 JL Hoofddorp  
The Netherlands  
[www.sanoma.nl](http://www.sanoma.nl)
  
- ISOTX  
Neude 4  
3512AD Utrecht  
The Netherlands  
[www.isotx.com](http://www.isotx.com)
  
- Virtual Fairground B.V.  
Rietlandpark 301  
1019 DW Amsterdam  
The Netherlands  
[www.virtualfairground.com](http://www.virtualfairground.com)
  
- Takayama Katachi Stage and Design Division  
B.V.  
Boezemweg 16  
3255 MC Oude Tonge  
The Netherlands  
[www.taka-kata.com](http://www.taka-kata.com)
  
- QANTM College  
Johan van Hasseltweg 31  
1021 KN Amsterdam  
The Netherlands  
[www.qantm.nl](http://www.qantm.nl)
  
- DPI Animation house  
Dr Lelykade 56  
2583 CM The Hague  
The Netherlands  
[www.dpi.nl](http://www.dpi.nl)
  
- Grafisch Lyceum Rotterdam  
Heer Bokelweg 255  
3032 AD Rotterdam  
The Netherlands  
[www.glr.nl](http://www.glr.nl)

## **Titles worked on:**

### **Google Tango Rainforest**

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

### **Malibu Boats Customizer**

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

### **Toyota VR Experience**

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

### **Jeep Ride**

Company: Media Monks | Client: Jeep  
Tasks: Vehicles

### **Google Tango New User Experience**

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

### **Dell Play Through**

Company: Media Monks | Client: Dell  
Tasks: 3D Environments and Props

### **Lego Nexo Knights Store Game**

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

### **Crazy Mania**

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

### **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.

### **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

### **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

### **Various Small flash games**

Client: BeefJack Studios, 2Games.com  
Tasks: Art

### **Angular Momentum**

Client: Gimme5Games  
Tasks: Art & code

**Software:**

Advanced understanding:

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

Good understanding:

- Substance Designer
- Pixologic Zbrush
- Unreal 4
- Adobe Package
- Chaos Group Vray