

Curriculum Vitae

Robert Bergmann

Environment Artist / Level Artist

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Personal Information

Date of Birth: February 20th 1986
Place of Birth: Finsterwalde, Germany
Citizenship: German
Languages: Spoken and written German and English

Skills

next-gen asset creation, highly self-motivated; able to take feedback and criticism; excellent team player; knowledge of composition, color theory and illumination; appreciation for milestones; extensive experience with 3ds Max, Photoshop, Crazybump, Mudbox and Unreal Engine 3

Work Experience

09/2008 - Present **YAGER Development GmbH** - Environment Artist
Working on Spec Ops: The Line.
www.specopstheline.com
www.yager-development.com

04/2007 - 08/2008 **Games Academy** - Texture Artist / Environment Artist
Worked on the student project "Holmgång"
I textured characters based on provided concepts
and created several props and environments.

04/2006 - 03/2007 **Games Academy** - Level Designer / Technical Artist
Worked on the student project "viRULEnt"
My job was to model, texture and script the playable levels.
I worked with the Valve Hammer Editor and checked out
the possibilities for our Half-Life 2 modification.

Education

04/2007 - 08/2008 **Game Art & Animation** - Games Academy, Berlin, GER
Major courses: Texturing, Modeling, Animation, Sculpturing

04/2006 - 03/2007 **Game Design** - Games Academy, Berlin, GER
Major courses: Level Design, Game Design, Game Critique