



Tobias Van Den Bergh

Games Artist & Animator

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EXPERIENCE

Freelance Clean-Up Artist & Animator

2015 - current, Tamworth

Offered computer repair and virus removal services, as well as graphic and web design services, including implementing a WordPress site for the Atherstone Civic Society and logo designs for the UCLAN Video Gaming Society.

ODEON Cinemas / Cinema Host

AUG 2018- FEB 2019, Tamworth

Seeing to guest needs and handling purchases. Helped train new staff for ODEON Luxe location in Stafford, including assisting with their soft launch. Cinema Host of the Month in November 2018, highest customer feedback score for Tamworth branch in January 2019.

Bristol VR Lab / Events Volunteer

APR - JUL 2018, Bristol

Assisted with seating and operating audio recording equipment for industry talks, as well as door checks and serving guests at the Lab's opening event.

UWE Bristol / Student Ambassador

MAR 2016- MAR 2018, Bristol

Representing the university at academic events such as UCAS fairs, giving guided tours of the university campus and answering course queries during applicant interview days.

EDUCATION

UWE Bristol / BA (Hons) Animation

SEPT 2015 - JULY 2018, Bristol / GRADE: First-Class Honours

Specialised in 3D modelling, rigging and 2D/3D computer animation, as well as experience with basic games programming and managing teams for short film production. Co-founder and Events & Fundraising Officer for the Animation Society, Student's Union course representative and Degree Show 2018 social media manager.

The Polesworth School Sixth Form / 4 x A Levels

SEPT 2013 - JUNE 2015, Polesworth / GRADES: A*-C

Qualifications in Physics, Applied Science, Media Studies, General Studies, additional AS in Art and Computing.

RELEVANT SKILLS

3D Modelling & Rigging

Maya, Blender, Zbrush, RapidRig

Experience crafting games-ready character models. Skills in retopology, low-poly modelling and painting textures.

2D & 3D Computer Animation

Maya, Adobe Animate

Knowledge of frame-by-frame animation, tween-based and rig-based CG animation

Art & Design

Maya, Adobe Animate, Photoshop

Designing characters for both 2D and 3D use, including character turnaround and reference sheets

Real-Time Engine Experience

Unity, Game Maker Studio

Includes knowledge of pipelines to and from Maya, programming with C#/GML, some knowledge of particles and shaders

OTHER SKILLS & INTERESTS

VR enthusiast including hands-on experience with VR hardware and working with Unity's VR SDK

Passionate about games especially indie gaming and rhythm games, such as Overcooked, Hollow Knight and Crypt of the Necrodancer

Strong musical ability including ABRSM Grades in Piano (Grades 1-5), Music Theory (Grade 5)

Full driving license with no points

