

Curriculum Vitae

Mark van Berkel

Personalia

Name: MAJM van Berkel (Mark)
 Adress: Hogehilweg 16
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 E-mail: mark_v_b@hotmail.com
 Date of Birth: 12-12-1982
 Place of Birth: Tilburg
 Nationality: Dutch
 Driving Licence: Yes (Dutch driving licence, category B)
 Burgerlijke staat: Not married

Objective

Dedicated, creative and technical CG artist, with professional experience in postproduction, looking for a chance to utilize and develop my passion for game design on a professional level. And ideally a position that would benefit from my experience with audiovisual design and commercial/feature film CG.

Education

1995-2002	Atheneum – Sint Odulphuslyceum Exam in: Physics, Chemistry, Math, Biology, Economy, Dutch, English, Geography.	Tilburg
2002-2007	Bachelor degree in Design – Willem de Kooning Academy (major studies in Audiovisual Design) Major: Audiovisual Design	Rotterdam

Work Experience

1998 - 2001	Kanoboerderij de Reusel	Moergestel
	Branche: Sports en Activities	
	Function: Group activity leader	
	Job descripton: Leading and assisting groups in several activities ranging from canoeing to archery, lasergaming and clay pigeon shooting.	
	Fulltime/Parttime: Parttime	

2005	Freelance work for Face Tomorrow Productions	Rotterdam
	Branche: Postproduction	
	Function: Motion designer / Interface Designer	
	Job Description: Motion design and interface design for "03/02/05". A live DVD release of Dutch rock group "Face Tomorrow"	
	Fulltime/Parttime Parttime	
2006 - present	Valkieser Capital Images	Amsterdam
	Branche: Postproduction	
	Function: CG artist	
	Job Description: CG for commercials and feature films. Modelling, shading, rigging, animation, lighting, rendering and compositing.	
	Fulltime/Parttime Fulltime	
	Adress: Van Marwijk Kooystraat 15 1096BR Amsterdam	
	Telephone: +31 20 4604604	

Internship

Valkieser Capital Images	Amsterdam
½ year as CG artist	

Technical Competencies:

Software

Autodesk Maya 2008	Extended
Adobe Photoshop CS3	Extended
Adobe After Effects CS3	Extended
Adobe Premiere Pro CS3	Extended
Apple Shake 4	Extended
QERadiant	Extended
Worldcraft/Hammer	Extended
Source SDK	Extended
Adobe Flash CS3	Extended
Adobe Dreamweaver CS3	Extended
Pixologic Zbrush	Basic
3D Studio Max	Basic
Autodesk Motionbuilder	Basic

Operating Systems

Microsoft Windows XP(x64), Vista (x64)
Linux Kernel 2.6 (Centos 5 & Ubuntu 7.1)
Apple MacOS X

Languages

Dutch	Mother Tongue
English	Fluent in understanding, speaking and writing

References

Available upon request