

Curriculum Vitae

Name: Oliver Bermes
Date of Birth: 08.03.1973
in Freiburg i. Br., Germany
Address: 15 Martin Street
Springvale South, VIC
3172, Australia
Contact: Phone: 03 9547 2411
Mobile: 0434 375 138
E-Mail: OliverBermes@hotmail.com
Web: www.dozer-dynamics.com
www.infiltrators-game.com



Objective:

Being the games-enthusiast that I am, I've been putting all of my efforts in recent years into developing and refining my industry specific skills, successfully completing an award-winning Machinima intro movie. I have gained considerable industry experience working on an NDA-protected commercial game project, and am currently working as a freelance illustrator for Moose Toys, Melbourne.

Having good all-round knowledge of integrating workflows into production pipelines and strong conceptual and design skills, I can best serve my team by applying my modelling, texturing and animation skills to create high quality graphic assets to make this and the next generation of games an even more involving and compelling experience. My ability to adapt to any given style and my eagerness to learn new software and production techniques will ensure that even tight deadlines and budgets are met and graphic standards are maintained.

Creating games for me is the most rewarding way to make a living. It combines my passion for games with my desire to create great artwork for interactive worlds that are immersive, challenging and fun to play together in a team of like minded people.

Software Skills:

Alias Maya
Discreet 3D Studio MAX
AutoDessys Form-Z
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Macromedia Flash
Macromedia Director
Quark X-Press

Game Editor Skills:

Epic's UnrealEd 3.0
Trinigy's Vision vEdit 2.0
CDV's edit3 (Sudden Strike II)
Battlefront's CMAK Mission Editor

Languages:

German (native speaker)
English fluently spoken and written

Favourite Games:

P.C.:
Half Life 2
Medal of Honour Series
Call of Duty
Splinter Cell Series
Gothic 1+2
Sudden Strike 2

Playstation 1+2:
Driver Series
Resident Evil Series

Other Interests:

Reading books
Art and exhibitions
Machinima
Movies
Music

Professional Education

October 2001 – February 2004

Filmakademie Baden-Württemberg / Institute for Animation, Visual Effects and Postproduction

Ludwigsburg, Germany

Course: Film and Media

Subject: Animation

Degree: Diploma (Masters)

Overall Grade: 2,5

Projects:

March 2003 - August 2004

'The Infiltrators'

2.5 min fully animated machinima intro movie.
Content Creation for Unreal Tournament 2004

- Game concept creation (mod concept)
- Storyboarding and character design
- Low poly character modelling, texturing, rigging, animation
- Level design, modelling, lighting
- Particle effects creation
- Matinee direction and actor scripting

Software: Maya, UnrealEd, Photoshop

January 2002 - July 2002

'Ritterschlag' (Knight Games)

5 min full CG animated short.

- character animation (dragons)
- matte painting

Software: Maya, 3DS Max, Photoshop

Additional Training:

Ed Hooks – Acting for Animators

March 1993 - August 1997

Freiburger-Grafik-Schule

Freiburg, Germany

Course: Visual Communication and Graphic Design

Degree: 'Qualified Graphic Designer'

Overall Grade: 100%

Projects:

March 1997 – August 1997

'Scanergy'

Fully playable boardgame.

- Concept and game rules
- Board, packaging, P.o.S. and manual design

Software: Form-Z, Illustrator, Photoshop

Certificates for seminars on:

Adobe Photoshop

Adobe Illustrator

Quark X-Press

Recent Client Reference:

Moose Enterprise P/L, East Bentleigh

Freelance Illustrator

Drawing product turnarounds and storyboards.

Producing finished art spec sheets for toy manufacturers

Software: Photoshop, Illustrator

CreNETic GmbH, Müllheim a. d. Ruhr, Germany

Freelance Level Designer

3 environments for NDA-protected medium budget commercial game project.

Software: Maya, Photoshop, Vision vEdit

Pixomondo, Ludwigsburg, Germany

Freelance Animator and 3D Artist

'Morewinn' TV advertising format, pilot episode

- Character animation based on motion capture data
- Props and set modeling, texturing and setup
- Camera and staging, lighting.

Software: Maya, Photoshop

Additional Work Experience:

January 2003 - present

Freelance Animator and 3D Artist

January 2000 - present

Freelance Graphic- & Interactive-Designer

March/April 2003 and January/February 2005

Grünbeck Wasseraufbereitungs GmbH, Germany

Freelance Animator and 3D Artist

July 2002 – May 2005

MyWebFit GmbH, Fellbach, Germany

Freelance Conceptualization, Graphic- & Interactive-Designer

December 2000 - September 2001

Impact Werbeagentur GmbH, Freiburg, Germany

Freelancer Creation

February 2000 - September 2000

Harald Wehrle Kommunikation, Freiburg, Germany

Freelancer Creation

February 1999 - November 1999

Hope Advertising, St. Kilda, Australia

Creative

January 1998 - October 1998

Spendier Design Pty Ltd, Melbourne, Australia

Creative

October 1997

Gerd Modlich Communication, Offenburg, Germany

Finished Artist