



# Curriculum Vitae

## Matthys van den Berg

### Personal Information

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Full name: Matthys Christiaan Jacobus van den Berg  
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### Summary

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I'm a 3D Artist with 2 years of experience and several completed titles. Being a driven team player I like to work towards creating amazing games. I always aspire to learn and grow, both as an artist and a person.

### Work Experience

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- **May 2013 – Sept 2014**  
3D & Technical Artist at Tengu Games  
*responsibilities:*
  - modeling and texturing
  - rigging and skinning
  - developing Unity3D editor tools
  - pipeline development
  - interface programming
  - training and supporting interns
- **June 2012 – Feb 2013**  
3D Intern at Xform  
*responsibilities:*
  - modeling and texturing
  - environment art
  - level design
  - interface programming

### Skillset

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Modelling & Texturing: *Lowpoly, Highpoly, Sculpting*  
Software: *3ds max, Photoshop, Zbrush, Xnormal, Unity3D, Maya*  
Other: *C#, shader creation in CG/HLSL, PBR workflow, HTML & CSS, SVN*  
Languages: *Dutch, English*

### Education

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- **Sept 2009 - June 2013** MBO Game Artist at Mediacollege Amsterdam
- **Sept 2007 - June 2008** MBO Graphic Design at Mediacollege Amsterdam

## Titles

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Elementalist is a turn based RPG designed for smartphones. Tengu Games' debut game. I was responsible for the interface and interface programming, PFX and some small game systems and balancing.

<http://bit.ly/1gQIz2E>



First conceived as a hobby project during my free time with classmates. Offworld won 3<sup>rd</sup> place at Indievelopment 2013. After tinkering on it for a little longer it was released by Tengu Games on itch.io as a multiplatform game. <http://bit.ly/1KmJGTa>



World Soccer Forever is a football/soccer game for Miniclip by Xform. As freelancer I was approached to create all the UI art and doing the UI programming. Done with NGUI in Unity.

<http://bit.ly/1Jhf9Vy>



Trickalized was the first project I worked on in which I had a larger role than just creating 3D models and texturing them. Some of the larger contributions I made to the game was making the UI art and doing the programming of the UI using NGUI in Unity.

<http://bit.ly/MTeJL8>

## Other Titles

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## Accomplishments

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- **Elementalist**  
Nominated for Best Free-to-Play game at Casual Connect Amsterdam 2014 <http://bit.ly/1zdLdq7>  
"It's worth your time to check it out." - Touch Arcade 3.5/5 <http://bit.ly/1HZJgRq>
- **Offworld**  
3<sup>rd</sup> Place at Indievelopment 2013 <http://bit.ly/1GFHv8G>