

# Timothy Bermanseder

**Address:** 4 Morrison Place, Murrumbateman, NSW, 2582, Australia  
**Mobile:** +61 408070170  
**Email:** [TBermanseder@gmail.com](mailto:TBermanseder@gmail.com)  
**LinkedIn:** <https://au.linkedin.com/in/timothybermanseder>  
**Portfolio:** <https://agilethief.artstation.com/resume>  
**DOB:** 1992-05-26

## Personal Statement:

I come from rural Australia, just outside the capital (No not Sydney). My passion is that of visual effects and technical art. I have found a love for the smoke and mirrors of taking basic game systems and utilising them in creative ways.

My entire life I have had a drive to create, likely instilled in building Doom maps with my dad when I was a wee lad. From tinkering in game engines through highschool I came to have an appreciation and love for building games.

When not developing video games or particle explosions I am found studying philosophy in the pursuit of meaning, or seeing how fast I can run three kilometres.

My name is Timothy and I am an Australian VFX and Technical Artist.

## Employment History:

### **Director at Cardboard Keep**

*(February 2013 - Present)*

*As Co-founder and Co-director of Cardboard Keep, I am responsible for keeping the company on track and productive, ensuring its members are able to achieve their goals and grow the business further.*

### **Lead Technical Artist at Cardboard Keep**

*(February 2013 - Present)*

*As the Lead Artist and Technical Artist I am responsible for the entire creation pipeline from Concept to Game for all Characters, Environments and Visual Effects. These tasks include managing the art team, greenlighting new designs and keeping a consistent visual style for our products.*

*Assessment of new technologies and shaders that need to be developed for our products rests upon my shoulders.*

*The design and implementation of levels and assets in engine.*

*Communication between art and programming teams.*

## **Teacher at Academy of Interactive Entertainment**

*(June 2012 - December 2013)*

*As a teacher at the AIE I taught 3D Modelling, Animation and Game Design. My duties involved the communication of art and game fundamentals to students and ensuring their understanding through the completion of assignments.*

## **Store Supervisor at Coolabah Tree Café**

*(May 2008 - March 2012)*

*Supervised and maintained store, trained crew in operation of equipment and service of customers, worked and managed a team environment.*

## Skills and Expertise:

- 3D Modelling, Rigging, Animation
- Maya, Blender, Zbrush, 3D Coat
- Composition and Visual Design
- Photoshop, After Effects, Premiere Pro
- Texture and Material authoring and implementation
- C# scripting
- Substance Designer
- Visual Effects creation and implementation
- Shaders
- Team Management, Agile Methodologies
- UI and UX Art & Design
- Game, Level, Event Design
- Realtime lighting and shadows
- Unity 3D game engine
- Risk Management
- Time Management
- Bug reporting and solving

## Production Experience:

Warden: Melody of the Undergrowth 2016

*Lead Artist*

*Cardboard Keep*

*PC, Mac, Linux*

Puzzle Puppies 2017

*Lead Artist*

*Cardboard Keep*

*PC, Android, iOS*

## Education:

Academy of Interactive Entertainment, Canberra, Australia:

*Advanced Diploma of Professional Game Development, 2011-2013*

*Vocational Graduate Diploma of Business Management 2013-2014*

*Certificate II in Information Technology, Specialising in Basic Game Programming, 2010*

Canberra Institute of Technology, Canberra, Australia:

*Certificate IV in Screen and Media (CUF40107) Specializing in 3D Animation, 2011*

*Certificate II in Creative Industries, 2010*

Saint Francis Xavier College, Canberra, Australia:

*Australian Year 12 Certificate, 2010*

## Volunteer Work:

HACT IO:

2015:

Part of a team of experienced developers we introduced children aged 8-16 to the tools and techniques used in modern game development. Allowing them a chance to create and explore interactive environments and 3D asset creation.