

Line Bering Résumé 2014

CG Art Student

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<http://beringline.wix.com/index> < Portfolio Updated 2014

www.linebering.com <- Blog

Education

The Animation Workshop

BA, Computer Graphic Art, 2011 - 2015

Activities and Societies:

Semester at The Drawing Academy /w. Artem Alexeev - -

Pixar Storytelling Masterclass /w. Matthew & Valerie Luhn. - -

Glenn Vilppu Masterclasses. /w. Glenn Vilppu. - -

Experience

Concept Artist at redMatter

June 2012 - March 2013 (10 months)

I worked on the indie "Intruder Alert" (PC) at redMatter as Concept Art. I worked close together with the 3D artists, to develop a new style for the game and keeping it consistent during the development.

Expected Release: N/A

Concept Artist at Subterranean Games

November 2009 - May 2012 (2 years 7 months)

Concept Artist on the Indie game "War for the Overworld" (PC)

Expected release: 2013-2014

Software (1-5 basic knowledge to expert)

Maya (5) **Photoshop** (4) **Zbrush** (4) **Mudbox** (4)

V-ray (3) **NukeX** (3) **xNormal** (3) **MentalRay** (3) **Topogun**(3) **After Effects** (3) **SonyVegas** (3)

3DsMax (3) **UDK** (1)

Additional Work Experience

Cleaning Staff at The Animation Workshop

September 2010 - August 2011 (1 year)

Hospital Assistant at Sydvestjysk Sygehus

November 2007 - February 2009 (1 year 4 months)

Industrial- & various company cleaning at Kurt Hansen

Summer 2009 & Summer 2012

Assistant in the elderly care – Sundhedscentrene SHC-Lindehoej

March 2009 – September 2009

Piccoline & Architech Intern at Birch & Svenning Architects A/S

June 2003 – June 2004

Projects

Brighter Together - 4th semester commercial project

June 2013 to Present

I was Production Manager and Art Director for this project.

The project was to create a short commercial for the client: CHANGE. We choose to do a CG commercial, focused on spreading a vibe or a feeling through dancing. The client's wish was to use this video at in Dreamcity at Roskilde Festival in Denmark 2013.

Game Jam:

Nordic Gamejam 2014 (Game: "Sadly you weren't invited" – Nominated for finals)

Taw Gamejam 2013 (Game: NoTitle)

Taw Gamejam 2012 (Game: FatBoy)

Druids of the Beast

August 2005 to Present

I am founder and leader of the world's greatest druid-guild Druids of the Beast (Game community) within World of Warcraft. The aim has been to discover alternative ways to approach mmo-gaming. The community has been featured in various magazines, articles and podcasts, as well as videos been featured and published on various sites: such as Blizzard Entertainment's official Facebook page, Wowstead etc. I have been single handed been doing the leading, planning, promotion and created all external content.

Languages

English (Full professional proficiency)

Danish (Native or bilingual proficiency)

German (Professional working proficiency)

Swedish (Professional working proficiency)

Additional Education

VUC Aarhus -HF, Mathematics, 2007 - 2007

HAG - High school STX, 2004 – 2007