

Robin van den Eerenbeemd

RIGGER / MOTION CAPTURE



About Me

I'm curious, enthusiastic and work hard to reach my goals. I thrive in a challenging environment with motivated people and I enjoy gaining knowledge in unexpected areas.

Experience

Ghost VFX

- Rigging intern - 3 months
- Rigging trainee - 6 months
- Junior rigger - 16 months
- Maya, Python, perception neuron
- Rigging creatures
- Rigging digidoubles
- Rigging props and vehicles
- Shot simulation, ziva

The animation Workshop

- Teacher assistant - 2 weeks
- Biped course
- teach python lectures

Metric Minds

- Motion Capture Intern - 3 months
- OptiTrack System
- Processing data on several projects
- Working on set as runner

Education

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| 2023 | C++ single course
Københavns Universitet |
| 2017 - 2021 | International Game Architecture & Design
Breda University of Applied Sciences
Visual Arts
(1 year Motion Capture co-Supervisor) |

Personal Information

Showreel

<https://vimeo.com/874810915>

Phone

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Email

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Languages

English
Dutch

Fluent
Native

Skills

- Collaboration
- High-level planning
- Verbal communication skills
- Agile

Tools

- Maya (+ Ziva)
- Python
- R3ds
- Vicon Blade
- Motion Builder
- Unreal Engine
- Perforce
- JIRA