

Robin van den Eerenbeemd

RIGGER / MOTION CAPTURE ANIMATOR



About Me

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

Experience

Ancient Dance

Lead Animator/Producer

Unreal Engine - Cinematic - 4 Students - 8 Weeks

- Supporting team in creating skeletons and skinning
- Creating high-level plan and presenting to stakeholders
- Planning and directing motion capture shoot with professional dancers
- Cleaning up motion capture data
- Successful screening on the Beijing film academy

Lumberjacked

Lead Animator (outsource) /Rigger

Unreal Engine - PC - 27 Students - 8 Weeks

- Deliverable management & Main team communication
- Creating motion capture skeletons & Skinning
- Creating IK / FK rig for main characters

Education

- | | |
|----------------|--|
| 2017 - present | International Game Architecture & Design
Breda University of Applied Sciences
Visual Arts
(1 year Motion Capture co-Supervisor) |
| 2013 - 2017 | Atheneum (preparatory scientific education)
The Huygens Lyceum (high school)
Economics and Society |

Personal Information

Portfolio

robinvandeneerenbeemd.com

Phone

+316 48404050

Email

robin.van.den.eerenbeemd@gmail.com

Languages

English
Dutch

Fluent
Native

Skills

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

Tools

- Maya
- Motion Builder
- Unreal Engine
- Perforce
- JIRA
- Trello
- Houdini
- Photoshop