

# 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

### Metric Minds

Motion Capture Intern

OptiTrack System - 12 person team - 12 weeks

- Processing data on several projects
- Working on set as runner

### 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
- 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<br>Breda University of Applied Sciences<br>Visual Arts<br>(1 year Motion Capture co-Supervisor) |
| 2013 - 2017    | Atheneum (preparatory scientific education)<br>The Huygens Lyceum (high school)<br>Economics and Society                                 |

## Personal Information

### Portfolio

[robinvandeneerenbeemd.com](http://robinvandeneerenbeemd.com)

### Phone

+316 48404050

### Email

[robin.van.den.eerenbeemd@gmail.com](mailto:robin.van.den.eerenbeemd@gmail.com)

## Languages

English  
Dutch

Fluent  
Native

## Skills

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

## Tools

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