Mikael W. Bergene C.V.

Personal Portfolio: www.bergene.co.uk
E-mail: mikael@bergene.co.uk
Additional details available upon request

Personal Statement

I'm a 50/50 split between being technologically literate and artistically talented which makes me a perfect match for the digital creative industry. I pride myself in my ability to learn new software so having to use proprietary software or integrating into new pipeline/workflow is not a problem. My education has allowed me to hone my organisational and scheduling abilities to ensure the most efficient approach to any task. I have a dedicated passion for playing and analysing video-games and have been doing both for as long as I can remember alongside consuming other media such as films, TV series, books, graphic novels and comics.

Academic Qualifications

2008-2009 - *University of Hertfordshire*
Master of Arts - Awarded Distinction in Games Art.

2005-2008 - *University of Hertfordshire*
Bachelor of Arts – 2:1 with Honours in Digital Animation.

Relevant Experience

2015-2016 I used Unity to create and release a mobile VR game for Google Cardboard titled "BAMF VR". I did everything including design, coding in C#, art, audio, optimization and marketing. BAMF VR won second place in the 2015 VRTGO design contest and is currently Featured in the official Google Cardboard App.

2014-2015 Miscellaneous freelance work, primarily dealing with 3d modelling.

2013 Worked as a visiting lecturer at the University of Hertfordshire teaching 3d modelling in Maya. I was also responsible for writing the curriculum and handouts.

2009-2010 Worked at One Dead Pixel as a generalist. I was part of a small team which worked on several animations for ING direct. This included modelling, technical animation, key-frame blocking for the animation team as well as Audio/Video editing.

2008-2009 Worked as an assistant lecturer at the University of Hertfordshire teaching Maya and Photoshop.

2008 In-House Freelance work for Pipedreams 3D including working on the pre-vis for a 122 second TV commercial for Hovis.

IT Skills

Applications: 3DSMax, Maya, CryEngine, UDK 3+4, After Effects, Final Cut Pro, Premiere, Photoshop, Unity, X-Normal, Audacity, Quixel Suite, Mudbox, Zbrush, Substance Painter and more.

Power-user of Windows and Dabbler of Linux. Highly experienced with troubleshooting computer networks and hardware.