Bernard Eral

Artist

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WORK EXPERIENCE

Contract Artist / Freelance Artist / 3D Artist 2010 - Present

- Work with the pre-production team
- create storyboards
- create assets, design and animatics
- post-production editing

CAREER SUMMARY

Experiences artist with 10+ years related work experience, including concept design, team management. Seeking an opportunity to utilize my skills, passion for concept art.

Media General / BlockDot 2008 - 2015

- Senior Art Lead and manage multiple projects
- create art assets, 3D modeling and animations
- · create assets, design and animatics
- · post-production editing

EDUCATION

Bachelor Of Fine Arts

Illustration

Academy Of Arts University

1080 Bush St,

San Francisco, CA 94109

UnitedDevelopers / MumboJumbo

2005 - 2008

- create art assets, 3D modeling
- UI design
- post-production work

LucasArts

1997 - 2005

- concept design
- 3D modeling characters
- props
- vehicles
- environments

SKILLS

- Concept Art
- Storyboarding
- 3D Modeling
- Autodesk Maya
- Autodesk 3DS Max
- Autodesk Mudbox
- Maxon Cinema 4D
- Maxon ZBrush
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro
- Substance Painter
- Unity
- Unreal Engine 5