

TOMER MELTSEER

ENVIRONMENT ARTIST

SKILLS

**3D Modeling, Texturing, Digital Sculpting,
Environment Art, Low Poly Modeling, Shader &
Lookdev (with Unreal Engine)**

EDUCATION

Mekif `H` (High School), Israel
06/2009 – 06/2011

Israeli Animation College, Israel
10/2014 – 09/2016

Think Tank Training Centre, BC Canada
02/2017 – Present

EXPERIENCE

Communication Technician | IDF Air Force, Israel
05/2011 – 05/2014

Responsibilities included the maintenance of a vital communication center and management of a team of 3 people.

Technical Support | 012, Israel
07/2014 – 01/2016

SOFTWARE

Primary: Unreal Engine, Maya, Substance Painter & Designer, Zbrush, MightyBake, Quixel Suite, Photoshop.

Intermediate: Mari, Marvelous Designer, V-Ray.



da.tomerm7@gmail.com



+1 604 364-9772

<http://meltsertomer.art/>

LANGUAGES

English – Fluent
Russian – Intermediate
Hebrew – Native language