

# Tomer Meltser

3D Environment Artist

📍 NORTH VANCOUVER, V7M1Z2, CANADA

## 📁 Employment history

3D Environment Artist at MPC, Vancouver

[February 2018](#) – [Present](#)

Environment artist within the 3DDMP department, my responsibilities include:

- Layout, modeling and sculpting of large scale environments
- Creation of individual assets and textures
- Photogrammetry scanning and cleanup

Freelance Prop Artist at Dekogon Studios

[August 2017](#) – [Present](#)

Responsible for building next-gen game assets as part of Dekogon Studios

## 🎓 Education

Think Tank Training Centre, Vancouver, BC

[February 2017](#) – [February 2018](#)

Israeli Animation College

[October 2014](#) – [September 2016](#)

## 📖 Courses

UE4 Modular Environments, CGMA

[September 2016](#) – [December 2016](#)

## 📖 Publications

3D World Magazine - Issue #229 (Showcase Feature)

<https://issuu.com/futurepublishing/docs/tdw229.issuu>

InCG Magazine - Issue #33 (Showcase Feature)

<https://www.cgvisual.com/>

80.lv - Breakdowns of past projects

<https://80.lv/articles/environment-breakdown-ocean-as-the-key-asset/>

<https://80.lv/articles/kowloon-beauty-of-the-back-alley/>

## 📖 Software Proficiency

Unreal, Unity, Maya, Photoshop, Substance Designer, Substance Painter, Zbrush, Marmoset, Quixel Suite, Mari, World Machine, SpeedTree, Photoscan

## Details

135 21st W, North  
Vancouver, V7M1Z2,  
Canada

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DATE OF BIRTH

14/06/1991

NATIONALITY

Israel

## 🌐 Social Profiles

[Showreel](#)

[Portfolio](#)

[LinkedIn](#)

## 📖 Skills

Environment Design

Asset Development

Modeling

Texturing

Digital Sculpting

Layout

Shaders & Lookdev

Lighting

Photogrammetry

## 🌐 Languages

English

Hebrew

Russian