

Andres Munar, Hard Surface Artist

1-403-477-5042, andres.munar@live.com

SOCIAL PROFILES

Portfolio
www.andresmunar.com

PROFILE

Passionate Hard Surface Artist with over 4 years of experience in the industry. Well versed in all aspects of game art creation, with a proven ability to deliver high quality content.

EMPLOYMENT HISTORY

Jul 2017 – Present

Weapon and Vehicle Artist, The Coalition

Vancouver, BC

- Part of the team working on Gears of War 5.
- High Resolution hard surface modeling, texturing, and asset integration. Some rigging as well depending on the asset.
- Prototyping new assets, and ensuring they fit within our technical constraints, as well as meeting the needs of the animation and game-play teams.
- Overseeing quality of assets delivered by outsource, and providing feedback for them.

Jun 2014 – Jun 2017

3D Environment Artist, CodeHatch

Edmonton, AB

- High / Low poly modeling and PBR texturing of environment assets, weapons, foliage, and props
- Responsible for creating the entire game worlds. Layout, composition, Meshing.
- Led the push for implementation of scanned photogrammetry assets.
- Outsourced asset quality management.

EDUCATION

Sep 2010 – May 2014

University of Lethbridge, Bachelor of Fine Arts - New Media

Lethbridge, Alberta

SKILLS

Fusion 360

3ds Max

Maya

Photoshop

Substance Painter

Unreal Engine

Zbrush

Quixel Suite

INTERNSHIPS

Jan 2014 – May 2014

Environment Art Intern, Brink3d

Calgary AB

- Creating the environments from the ground up for an indie FPS. Level design, modeling, texturing and implementation in Unity.

LANGUAGES

English

Native speaker

Spanish

Native speaker