

Tomer Meltser

3D Environment Artist

🏠 Employment History

Environment Artist at Remedy Entertainment

March 2019 – Present

- Planning development and initial whitebox of entire level beats
- Development of nextgen quality assets and textures within game engine budget constraints
- Supporting the outsource pipeline and working with 3rd party vendors.

Environment Artist at MPC Vancouver

February 2018 – February 2019

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

PRODUCTIONS:

Skyscraper (2018), Aquaman (2018), Pokemon Detective Pikachu (2019)

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

📄 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 Toolbag, Quixel Suite, Mari, World Machine, SpeedTree, Photoscan, Marvelous Designer

Details

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Date of birth

14/06/1991

Residence

Finland

Links

<https://www.meltsertomer.art/>