

# Attila Marton

## 3D Artist

Address Cluj-Napoca, CJ, 400373

Phone 077 056 6572

E-mail [marton.attila397@gmail.com](mailto:marton.attila397@gmail.com)

LinkedIn <https://www.linkedin.com/in/marton-attila-19369514>

WWW <https://www.artstation.com/atti397>

Enthusiastic self taught 3D Artist eager to contribute to team success through hard work, attention to detail and excellent organizational skills.

While I do create art I also enjoy doing the technical side part. Motivated to learn, grow and excel in game development industry.



## Skills

- ◆ Sculpting, Modeling low/high, Retopology
- ◆ Unwrapping, Texel Density, Texture Bake, Texturing
- ◆ Texture Timsheet creation, Modular Assets
- ◆ Shader Creation in Unity/URP/HDRP/BuiltIn AmplifyShader Editor, UE4 shaders/master materials
- ◆ LOD's, Collisions
- ◆ Lighting, Shading and Rendering using Unity URP/HDRP/Builtin and Unreal Engine 4
- ◆ Texture Channel Packing



## Software

- ◆ Maya, 3Ds Max, Blender, ZBrush
- ◆ Unity, Unreal Engine 4
- ◆ Amplify Shader Editor
- ◆ Substance Painter, Substance Designer



## Work History

◆ Jul 2018 - **3D Artist**

Current *Tractor, Set, GO!, Cluj Napoca*

-modeling both low and high poly, sculpting

- efficient unwrapping
- texture baking
- texturing
- retopology
- game ready asset creation (from scratch) current gen and next gen depending on the project
- modular assets creation such as buildings, walls and optimization
- trim sheets creation using Zbrush/Substance Designer
- texel density
- custom shaders using Unity and Amplify Shader Editor
- LOD's, Collisions setup
- character rigging, skinning (in Blender)
- lighting and rendering using Unity SRP URP/HDRP/BuiltInRender Pipelines
- responsible for every aspect of game assets development
- mentoring/teaching other 3D Artists industry standard workflows

◆ Jul 2018 - **3D Artist - Collaborator/Part Time**

Current *Blackrose Arts, Cluj Napoca*

Responsible for creating various high quality weapons, armors, buildings from scratch to Unreal Engine 4.

◆ Oct 2016 - **3D Artist Generalist**

Jun 2018 *Rendering.no, Cluj Napoca*

Jack of all trades.

- basic animation
- basic rigging
- rendering with Redshift, Vray Adv/GPU, real time rendering (Marmoset Toolbag)
- creating Vray/Redshift materials for UDIM export
- modeling both low/high poly
- unwrapping
- UDIM texturing
- lighting



## Education

◆ Oct 2008 - **Bachelor of Arts: Industrial Design**

Jul 2012 *Visual Arts University Of Oradea - Oradea*