

STEFAN OPRISAN

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SKILLS

- Maya, 3DS Max, Mudbox
- Substance Painter/Designer
- Photoshop, After Effects
- ZBrush
- Unreal Engine 4
- Cry Engine
- Marmoset Toolbag
- xNormal
- World Machine
- World Creator
- Gaea
- SpeedTree
- Agisoft PhotoScan
- Reality Capture
- Source Control
- Marvelous Designer
- Quixel Megascans

WORK EXPERIENCE

MATERIAL ARTIST / FRONTIER DEVELOPMENTS

JANUARY 2019 – PRESENT

Responsibilities & Achievements

- Create complex and editable materials with full customization for other departments to experiment different visuals.
- Maintain and update the Substance library.
- Maintain consistency between new and existing texture materials added in game.
- Develop new tools and workflows for specific components of the pipeline and requirements of other departments.
- Create custom masks, filters, generators in Designer for the use in Substance Painter.
- Create documentation on confluence about specific game pipelines.
- Ensure game textures are within correct PBR colour range.

ENVIRONMENT ARTIST / AUTOMATON GAMES

JUNE 2018 – DECEMBER 2018

Responsibilities & Achievements

- Created narrative storytelling materials using wear and age to closely follow concept art and real-world reference.
- Extended and improved material library with ease of use, functionality whilst maintain speed and quality.
- Authored procedural content to distribute assets across large open world levels.
- Using Photoshop, Substance Painter/Designer to create images to procedurally distribute content to define a specific biome.
- Ensured performance of textures were optimal for PC content platform.
- Co-operate with other departments in developing and testing tools, whilst maintaining interesting gameplay and creating visually interesting narrative.
- Received and provided constructive criticism to improve quality of work.

ENVIRONMENT ARTIST / PLAYGROUND GAMES

JULY 2017 – JUNE 2018

Responsibilities & Achievements

- Created narrative storytelling visuals that closely followed art direction and real-world reference.
- High/Low poly modelling and texturing of photogrammetry geological scanned assets.
- Material authoring using Substance Designer to create highly detailed micro normal surfaces.
- Created autumn/winter variants of existing rock assets using custom generators and masks.
- Ensured all assets had custom LOD's and collision that fitted the performance budget.
- Collected real world reference and imagery approved by art direction that was used for scene composition.
- Composited landscape features based upon internal documentation to maintain the visual direction of the game.

3D ARTIST INTERN / R8 GAMES

JUNE 2016 – JULY 2016

Responsibilities & Achievements

- High/Low poly modelling using Maya and texturing of buildings and props from pre-approved concept art by Art Director using Substance Painter.
- Created/improved and extended existing shaders for asset library.
- Set dressing of assets to create a more believable environment while maintaining visual fidelity of the level.

EDUCATION

TEESSIDE UNIVERSITY
2014 - 2017

BA (HONS) 3D GAMES ART
First Class with Honours

UXBRIDGE COLLEGE
2012 - 2014

BTEC LEVEL 3 EXTENDED DIPLOMA, SOFTWARE DEVELOPMENT
Triple Grade Distinction