

Marc Pérez Olivas

3D Environment Artist

CONTACT DETAILS:

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PERSONAL STATEMENT:

Telling stories in an artistic way has always been my passion. And with the environment art I found the way to do it in a video game. I'm eager to learn and work and every day I give the best of me in my job. I used to work in a team environment and I'm feeling really comfortable in it.

Environment art is a hard work but so passionate. You can tell stories with subtle things and when someone discovers it, it's amazing. But you need to work really hard and be as productive as possible. Always learning and upgrading your skills. And that's why I choose this career. I love to improve myself every day.

KEY SKILLS:

- Environment design and storytelling
- Environment assets and prop modelling
- Texturing and material creation
- Great attention to detail
- Lightning
- Strong 2D background with traditional and digital technic skills
- Managed small 3D artist teams

TECHNICAL SKILLS:

Software	Experience Level	Software	Experience Level
Maya	4 years	Photoshop	9 years
Substance Painter	4 years	Unreal Engine	2 years
Substance Designer	2 years	ZBrush	1,5 years

EMPLOYMENT HISTORY:

PIXEL TOYS (May 2020 – Present)

“3D Environment Artist”

“Warhammer 40.000: Battle Sisters (Oculus Rift S, Quest and Quest 2)”

- 3D environment prop design, modelling and texturing.
- Responsible for dressing and layout several levels across single player campaign and multiplayer levels, helping the design team with the composition of them
- Responsible of the lighting, mood and readability on the levels I worked.

BERLIN:BY:TEN (June 2018 – January 2020)

“Texture / 3D Environment Artist”

“Disembodied - PlayStation 4”

- Responsible for several environment textures, from procedural textures with Substance Designer to decals with Photoshop.
- 3D environment prop design, modelling and texturing.
- Responsible of the direction, storyboard, design and final secuencias of the 2D cinematics
- Responsible for the design and creation of the collectibles of the video game.
- Responsible for the UI design of the menus (main menu, pause menu and settings menu)

TECHNICAL RACING PRODUCTS / GKT STUDIOS (Jan 2018 - Feb 2018)

“3D Environment Artist”

“MiniZ VR Racing - Android (Samsung Gear VR)”

- Directed the technical and artistic team
- Environment concept, design and creation
- Environment lightning
- Prop modeling and texturing

GKT STUDIOS (Jan 2017 - Oct 2017)

“3D Environment Artist”

“Gappo’s Legacy - PC (HTC Vive / Oculus Rift)”

- Responsible of the design, modelling, texturing, lighting and dressing of the main menu and training environment
- Responsible for modelling and texturing main props of the main environment (main platform, main gun).
- Environment dressing and design.
- Worked closely with the programming department for a better optimization of the 3d models and environment design and technical limitations.

THE GAME FORGER (Aug 2016 - Oct 2017)

“3D Environment Artist”

“ · Danger Room - PC (HTC Vive)”

“ · 7 Masters - PC (HTC Vive / Oculus Rift) -Unfinished-”

“ · SoulPath - PC (HTC Vive / Oculus Rift)”

- Prop and environment design, modelling and texturing
- Manage a team of 3 artists to organize the tasks and improve the workflow depending on their best skills.
- For the Danger Room project, I worked closely with the Lead Designer to design all the game, the environment and the game mechanics.

EDUCATION & QUALIFICATIONS:

Institute	Course	Grade	Date
Bloompix Studios	Video game 3D art	Success	2015-2016
ES DAP Llotja	Illustration Sup. Degree	8.2	2012-2015
FP Antoni Algueró	Prepress Med. Degree	8	2009-2011

LANGUAGES:

Spanish – Fluent / Native

Catalan – Fluent / Native

English – High intermediate

INTERESTS & HOBBIES:

In my spare time I usually play video games. Every genre is welcomed but my preferences are the FPS, action/adventure games with a huge narrative weight and the RPG games. I’m always looking at the details of them, thinking how they did it or designed it.

Also, I love to watch movies and series. Horror and terror movies are my preferences. I love to travel and listen to rock and heavy metal music as well.