

# Mark S. Nuñez

## Environment Artist

Mobile: (323) 308-7947

Email: [Stuart\\_1188@yahoo.com](mailto:Stuart_1188@yahoo.com)

Website: [marknunez3d.com](http://marknunez3d.com)

### Objective

To be part of a team producing high-quality work, learn, and expand my skill set.

### Skills

- Model and texture high/low poly environments and props
- 3DsMax-High/Low-Poly modeling, unwrapping, and map generation
- Maya- High/Low-Poly modeling
- Producing various texture maps using Photoshop
- High-Poly sculpting and texture painting using Zbrush
- Unreal Engine-Scene creation, materials, and lighting
- Unity-Scene creation and lighting

### Experience

**Xoobis-6/20/2011-2/3/12**

#### 3D Artist

- Modeling and texturing of 7 levels and main level map
- Creating over 10 new characters out of an existing model
- UV mapped character models for them to be painted, rigged, and animated

### Mobotory

**11/28/2010-5/6/2011**

#### 3D Artist

- Modeled and textured levels, characters, and weapons

### Game Wizards Video Game Production team

**Exodus-7/09-9/09**

#### Environment Artist

- Modeled and textured assets based off concept art, real-life reference, and lead directions

### Millagun-1/09-6/09

#### Lead Artist

- Modeler and texture artist lead for a team of 6 artists
- Worked on level art and lighting for a level
- Communicated with Project Lead on production milestones and deadlines
- Ensured assets were consistent in the targeted art style
- Provided appropriate feedback on modeling, unwrapping, texturing, and map generation

### Education

**Art Institute of California-Los Angeles**

Graduate with a Bachelor of Science Degree in Game Art & Design, June 2010