


MARIO CORTEZ

Senior Character Artist

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EDUCATION

Graduated, Gnomon School of Visual Effects, Games + Animation (March 2020)

CORE COMPETENCIES

- Root cause Analysis and Problem-Solving
- Critical Thinking & Creativity
- Multitasking and Prioritization
- Professional Appearance
- Time Management
- Interpersonal and Relationship-building
- Confidentiality, Discretion, and Good Judgment

SOFTWARE

- Maya
- Zbrush
- Mudbox
- Substance Painter
- Substance Designer
- V-Ray
- Arnold
- Photoshop
- Speedtree
- Xgen
- Agisoft
- Katana
- Nuke
- Mari
- Unreal
- Marmoset
- R3D3S Wrap
- Unreal

KEY SKILLS

- Character Art
- Texturing
- Creative Concept Design
- Sculpture
- Mentoring
- Art Direction

PROFESSIONAL PROFILE

A highly driven and motivated character artist with a comprehensive background in the character art, including design, modeling, texturing, and creating optimized deformable meshes. A traditionally-trained sculptor, specializing in human and animal anatomy. A dynamic and result-oriented professional with hands-on, strategic thinking, engagement, and goal orientation. Possess excellent communication skills across multiple mediums and can perform a wide variety of program-related analyses. Skilled decision maker, intuitive and creative problem solving and achieving strategic goals through effective horizontal leadership, attention to detail, consensus building, and performance improvement.

PROFESSIONAL EXPERIENCE

Senior Character Artist

Hidden Path Entertainment [Jan 2023 – Present]

- Develop deformable low-poly meshes of creatures and character with hair cards.
- Create character/creature models that are appealing and consistent with concept
- Closely collaborate with my teammates to enhance workflows.
- Sculpt heads to align with concept and realistic head anatomy
- Apply functional anatomy to creatures from concepts

Instructor/Mentor

CGMasterAcademy [June 2023 – Present]

- Reinforced key takeaways from lectures and aided pupils in achieving their goals.
- Breaking down complex areas into simplified approaches
- Delivered feedback based on anatomy and art direction without sacrificing students' vision.
- Individualized instruction tailored to the learning preferences and styles of each student using a variety of approaches.
- Prioritized understanding and engagement while also providing direction to weak points.

Character Artist

Sledgehammer Games [April 2022 – Dec 2022]

- Develop deformable low-poly meshes.
- Create aesthetically pleasing character designs that complemented the game concept
- Closely collaborate with my teammates to enhance workflows.
- Sculpt detailed high-poly models and create efficient low-poly meshes for characters, creatures, weapons, and armor.
- Ability to model and sculpt anatomically correct human and animal characters and character assets.
- Expert knowledge of real-time next-gen. shaders, Normal mapping techniques and shading, unwrapping clean UV, and hand-painted textures.
- Create high-quality textures and author materials
- Produce models according to the Lead's directives to better understand their limits and deadlines.
- Capable of working alone and collaboratively to produce jobs on time.
- Processing outsourced assets and making enhancements to them to fulfill standards

Character Artist

Halon Entertainment [Nov 2020 – Feb 2021]

- Assisted in the creation of other game-ready assets: characters, creatures, environment pieces, props, etc.
- Demonstrated knowledge of Human and Animal Anatomy.
- Designed and modeled various assets, ensuring that all projects were completed promptly.
- Worked on the improvement of the whole 3D model development process to increase quality, and efficiency, and reduce costs.
- Collaborated and worked closely with other professionals from the industry; conducted reports on the progress of the projects and presented results to executives.

Asset Artist**Luma Pictures [Mar 2020 – Nov 2020]**

- Created texturing and look development with Mari and katana.
- Modeling and UVing vehicles and props and characters.
- Scanned cleanup for Digi doubles.
- Created curve for FX, and scene layout.

Character Artist**Hebru [Jun 2019 – Nov 2019]**

- Created 3D models that was true to the stylized character concepts.
- Experience as an artist specializing in 3D character / organic modeling using Maya, Photoshop, Zbrush, or Mudbox, preferably in a game development setting
- Communicated with managers to ensure that everything complied with the client's needs and requirements.
- Demonstrated proficiency with current surfacing techniques.

Sculpture Assistant**Gnomon [Jul 2018 – Jul 2019]**

- Enhanced teachings and aided pupils in achieving their goals.
- Standardized procedures for creating sculptures and armatures.
- Delivered structural feedback based on anatomy and art principles without sacrificing students' vision.
- Individualized instruction tailored to the learning preferences and styles of each student using a variety of approaches.