



# MARIO CORTEZ

## 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

#### Character Artist

##### Sledgehammer Games [Apr 2021 – Current]

- 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.

