

Maximiliano Vazquez

Hard surface 3D Artist

Email: maxivz94@yahoo.com

Portfolio: artbymaxi.com

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Actual location: Argentina

Projects I've Contributed To:

- Call of Duty: Modern Warfare Remastered
- Lawbreakers
- Hitman
- Toyland VR at Stimulus VR(in-house during March-April 2015)
- Sodus
- L.U.R.K
- Battle Cry Of Freedom
- Offgrid

Key Skills:

- Sub-Division surface high poly modeling.
- Low poly modeling and baking.
- Modular asset creation.
- Physically-based texture creation, calibrating for modern game engines.
- Procedural Texturing in Substance Designer.
- Experience working with Virtual Reality in Unreal Engine 4.
- ANSI C coding skills.

Software Knowledge:

- 3D Max
- Zbrush
- Quixel Suite
- Photoshop
- Substance Designer
- Substance Painter
- Unreal Engine 4
- Unity 5
- Xnormal
- Knald

Education:

- 2007-2012 Mariano Moreno Secondary School.
- 2008-2009 Various coding workshops.
- 2012-2015 Universidad Tecnologica Nacional - Information Systems Engineering.