

Marlowe Hansen Medak
MedakMarlowe@gmail.com
www.MedakArt.com

Work Experience

Method Studios 2017-Target Holiday 2017

I created and optimized many models for the Target Holiday 2017 commercial project including characters, props, and environments.

Tangerine Apps 2016- Olympics VR Archery Experience

I modeled and textured environments and assets for a VR archery Experience within Unity that was used to advertise and pre-visualize the LA Olympic bid.

Game Gen 2016- Instructor/Curriculum Developer/Graphic Designer

I Created 3D assets and animations for promotional use then later transitioning to teaching kids how to create their own video games. Alongside teaching, I also created game art curriculum for the students to follow.

- Developed 3D assets and replicated rooms in the office for mobile Vr experiences in collaboration with the team.
- Designed graphics for the company in photoshop
- Developed pixel art, pixel animation, and basic logic tutorials for students developing games in Construct
- Taught students the fundamentals of game design and 2D game art.

Freelance Sculpting 2015 - Present

I've done freelance sculpting for 3D printing, modeling, and costume work as well as cleaning up 3D scan data

- Recreated movie props and characters using photo references as well as Photogrammetry
- Optimized and prepared models for 3D printing within Zbrush
- Cleaned 3D scan data and transferred normals and textures onto a low poly game ready mesh

The Sculpt Shop 2016

I Hosted a Zbrush Class/ Club at my school where I taught other students the fundamentals of Zbrush as well as more advanced techniques.

Topics that were focused on :

- creating game ready models in Zbrush efficiently
- Polypainting
- Alternate pipeline pathways

Game Wizards Production team 2011 - 2015

I have done asset, environment, concept and character art for numerous game projects within the Game Wizards studio

- Created characters and environment concept art
- Made models based on said concept art which were then rigged, animated, and put into the game as functional prototypes

Education

- Art Institute of Los Angeles Santa Monica, California June 2016
Bachelors of Science in Game Art and Design
- Individual courses at Gnomon 2017 Spring quarter.

References

Ruben Morales

Lead Destruction artist

Sony Santa Monica God of WAR

ruben_morales@playstation.sony.com

Nick Marks

CEO of Game Gen

nick@gamegen.com

Miguel Guerrero

Character Supervisor, Method Studios

Method Studios

biomech81@gmail.com