

# MARTIN PIETRAS

TEXTURE ARTIST-3D GENERALIST

## ABOUT ME

I am a graduate from the 3D Digital Design program at Rochester Institute of Technology. My thesis involved using Photogrametric and Procedural texture data in a Real Time engine to create a VR experience.

My current interest in Computer Graphics are Procedural Shading, Procedural Modeling, Real World Data Capture, Real Time Rendering, Virtual and Augmented Reality.

## EDUCATION

**3D Digital Design B.F.A** May 2017  
Rochester Institute of Tech

## ACCOLADES

### 80.lv Interview

Architecture and Vegetation in Environments

### Siggraph Educator Forum 2017

Interdisciplinary Collaboration, Real World Texture Data Workflows

## SKILLS

Maya	<div style="width: 100%;"></div>
Substance Designer	<div style="width: 100%;"></div>
Substance Painter	<div style="width: 100%;"></div>
Zbrush	<div style="width: 100%;"></div>
xNormal	<div style="width: 100%;"></div>
Adobe Photoshop	<div style="width: 100%;"></div>
Houdini	<div style="width: 100%;"></div>
Speed Tree	<div style="width: 100%;"></div>
Unreal Engine 4	<div style="width: 100%;"></div>
Agisoft Photoscan	<div style="width: 100%;"></div>
Modeling	<div style="width: 100%;"></div>
Texturing	<div style="width: 100%;"></div>
Teamwork	<div style="width: 100%;"></div>

## CONTACT

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 [linkedin.com/in/martinpietras](https://linkedin.com/in/martinpietras)

## EXPERIENCE

### 3D Specialist-Research Assistant June 2016 - Present

#### The Digital Imaging and Remote Sensing Laboratory

Establishing workflows for 3D elements used for simulations in DIRSIG. Researching new more accurate methods of creating accurate satellite imagery. Collaborating and assisting with a large number of diverse doctoral dissertations. 3D modeling and texturing accurate environments and objects utilized in research.

### 3D Specialist Oct 2016 - May 2017

#### RIT PhotoScience Department

Working with senior level classes utilizing RTI (Reflectance Transformation Imaging) and Photogrammetry. Managing and promoting cross disciplinary work between departments. Teaching capture methods and usability of real world data with Computer Graphics. Aiding in creation of class curriculum

### Environment Artist Jan 2015 - Jun 2015

#### Magic Studio RIT

Created custom modular assets for the game environment. Worked with concept artists and the Director to ensure the materials and textures coincided with the studio's vision. Emphasized on efficiency ( limiting computational stress and memory usage).

### Photoshop & Web Dev Teacher Jul 2015 - Aug 2015

#### Kids On Campus

Taught children from the ages of 12-18 how to use and understand Adobe Photoshop and Web-design using HTML5 and CSS. Organized Deadlines, lead an attentive and informational 4 week program. Taught professional workflows and ideologies to a younger generation.