

MARTIN PIETRAS

3D ENVIRONMENT - TEXTURE ARTIST

ABOUT ME

Martin is a 3D Environment and Texture-Artist, currently residing in Seattle WA.

Currently he is utilizing procedural programs such as Substance Designer and Houdini, to enhance his design process.

Martin takes inspiration from the world around him for his design process by using photogrammetry and analyzing the work of Masters such as Hayao Miyazaki.

EDUCATION

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

ACCOLADES

Siggraph Presenter 2017

"Interdisciplinary Study of Reflectance Transformation Imaging from High-Resolution Scan Data"

80.lv Articles

"Using Architecture and Vegetation in Environments"

"Modular Ruins for Real-Time Environments"

SKILLS

Autodesk Maya	████████████████████
Substance Designer	████████████████████
Substance Painter	████████████████████
Adobe Photoshop	██████████████████
Unreal Engine 4	██████████████████
xNormal	██████████████████
Agisoft Photoscan	██████████████████
Houdini	██████████████████
3ds Max	██████████████████
Zbrush	██████████████████
Teamwork	██████████████████
Creativity	██████████████████
Passion	██████████████████

CONTACT

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EXPERIENCE

3D Materials Artist - Amazon Sept 2017 - Current
Seattle Washington

Responsible for creating and maintaining Photo-realistic modular/procedural materials for use in Substance Painter and IRAY, using Substance Designer.

Assisting other artists and engineers with issues regarding color correction, maintaining real world values, and future proofing.

3D Materials Specialist - DIRS May 2016 - Current
(Digital Imaging and Remote Sensing Lab)
Rochester New York

Responsible for integrating 3D standard workflows into a Remote Sensing Pipeline used for Satellite Imaging Simulations. Working and collaborating with Doctoral faculty and Engineers.

Creating procedural photorealistic materials, environments, and procedural layout tools.

3D Materials Specialist - Phototech Lab Aug 2016 - May 2017
Rochester New York

Working with Senior Faculty utilizing RTI (Reflectance Transformation Imaging) and Photogrammetry. Managing and promoting cross-disciplinary work between departments. Collaborating in Paper published and presented at SIGGRAPH 2017.

Teaching capture-methodology and usability of real-world data with Computer Graphics. Aiding in creation of class curriculum.

3D Environment Artist - Magic Studios Sep 2015 - May 2016
Rochester New York

Responsible for Modeling, Sculpting, and Texturing assets based on specific Concept Art reference. Optimizing Bakes and models for use in Unity.

Adhering to Art Director feedback and vision, mobilizing team of 3D artists based on feedback.