

TOMER MELTSER

ENVIRONMENT ARTIST

SKILLS

3D Modeling, Texturing, Digital Sculpting, Environment Art, Low Poly Modeling, Shaders, Layout, Texturing, Lighting and Lookdev

EDUCATION

Israeli Animation College, Israel

10/2014 – 09/2016

Think Tank Training Centre, BC Canada

02/2017 – 02/2018

WORK

Dekogon

08/2017 – Present

MPC Vancouver

02/2018 – Present

PUBLICATIONS

3D World – Issue #229 (Somerset Isle)

<https://80.lv/articles/kowloon-beauty-of-the-back-alley/>
<https://80.lv/articles/environment-breakdown-ocean-as-the-key-asset/>

<http://www.therookies.co/blog/training/tips-create-3d-environments/>

SOFTWARE

Primary: Unreal Engine, Maya, Substance Painter & Designer, Zbrush, MightyBake, Quixel Suite, Photoshop. Speedtree

Intermediate: Mari, Marvelous Designer, V-Ray. 3Ds Max, Modo, Unity. World Machine



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<https://www.meltsertomer.art/>

LANGUAGES

English – Fluent

Russian – Intermediate

Hebrew – Native language