

MARKUS PICHLER

3D Environment Artist



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ABOUT ME

I am highly passionate about games and art, motivated to learn and able to improve quickly. I've always been fascinated by the game development process since it takes a lot of passionate people to tell a story. I put true passion into my work to produce high quality art.

SKILLS

- Creating content from concept to game-ready asset
- High and Low Poly models
- PBR-Texturing and baking
- stylized and realistic assets

SOFTWARE

Maya	● ● ● ● ○
ZBrush	● ● ● ○ ○
Substance Painter	● ● ● ● ○
Substance Designer	● ● ● ○ ○
Photoshop	● ● ● ● ○
Marmoset Toolbag	● ● ● ● ○
Unreal Engine	● ● ● ○ ○
Unity	● ● ○ ○ ○

EDUCATION

ENVIRONMENT ART (Mentorship)

THE MENTOR COALITION

APR 2019

1 month

Together with the mentor Billy Matjuniš (Lead Artist Ubisoft) I will construct an environment within **Unreal Engine 4**. I will make modular set pieces to fill a scene and improve my knowledge in **environmental storytelling**, modeling and sculpting. I will also create **foliage, materials** and use tools like **ZBrush, Substance Painter and Maya**. At the end I will have explored the workflows and tools used by current **AAA artists** to create high quality art.

GAME ART MASTERCLASSES

ARTSTATION MASTERCLASS (Online)

AUG 2018

1 month

For one month I had the chance to increase my skills in modeling, sculpting and procedural texturing. I was able to learn **AAA workflows** and **techniques**.

I participated in:

- Creating Complex Designs and Patterns (Designer and ZBrush)
- Designing a modular Environment using Unreal Engine
- Techniques for creating Stone Walls using Substance Designer

WORK EXPERIENCE

TECHNICAL DRAWER

ORTNER GmbH

NOV 2014 - MAR 2019

4 years / 5 months

As a technical drawer I created 2D and 3D installation plans for construction sites for the heating and cooling systems we built. I was also responsible to order installation material and to do documentation for our projects. Projects: BMW Office Building in Munich, Paulaner Beer Brewery in Munich, misc. office buildings in Munich and Innsbruck.

MILITARY SERVICE

AUSTRIAN ARMY

MAR 2014 - AUG 2013

6 months

Compulsory Military Service for the Austrian Army.

ELECTRICIAN (Apprenticeship)

TIROLER WASSERKRAFT AG

SEPT 2008 - FEB 2013

4 years / 6 months

I was responsible for the installation of electrical systems and the maintenance of the company headquarter

HOBBIES AND INTERESTS

In my spare time I like to play games, watch movies and listen to music. I constantly try to gain experience as an artist and participate at art challenges. I also like to be outside and do sports.