

# Robert Mastriano Jr

## 3D Hardsurface Game Artist

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### PROFESSIONAL EXPERIENCE

**STAR WARS, ObiWan (TV) -VAD Senior Hardsurface Artist**, Happy Mushroom, 2020-2021

**Black Adam (Feature) -VAD Lead Environment Artist**, Happy Mushroom, 2020-2021

**HALO Infinite - Hardsurface Artist**, Certain Affinity, 2019-2020

**Unannounced Project - Weapons/Hardsurface Artist**, Certain Affinity, 2017-2019

### EMPLOYMENT

**VAD Happy Mushroom, Los Angeles, CA – Hardsurface Artist / World Builder**

OCTOBER 2020 - PRESENT

- Senior VAD 3D Hardsurface Asset Artist for the LED Volume - STAR WARS, ObiWan TV Series (more info available on request)
- One of two VAD Lead World Builders and asset optimization Artist for the LED Volume, Black Adam Feature Film

**Certain Affinity, Austin, TX - Weapons/Hardsurface Artist**

MARCH 2017 – AUGUST 2020

- Developed and Implemented the studio's first weapons creation and texturing pipeline from concept to Unreal Engine integration.
- Designed custom weapon concepts.
- Authored a weapons and vehicle multicam pattern with 8 different variations for artists or players to choose from.
- Designed and created proof of concept for procedural weapons creation tool via Blender and Houdini.
- Outsourcing manager for weapons and hardsurface asset development. Overseeing multiple external and foreign contractors. Averaging 100-150 reviews per week.

**Freelance, Remote - 3D/2D Contract Freelance Artist**

SEPTEMBER 2010 - PRESENT

- Worked with clients on numerous projects and contracts, ranging from independent game titles to graphic design, ensuring that all products and services were completed on time and exceeded expectations.

### EDUCATION

**Art Institute, Austin, TX - Employed Before Completion**

Bachelor of Fine Arts: Game Art and Design.

**Veracity Aviation, Seguin, TX - Private Pilot, Rotary Wing - April, 2016**

Associates of Applied Science: Aeronautical Aviation.

**California State University, Chico, Chico, CA - May, 2009**

Bachelor of Arts: Graphic Design.

### PROGRAMS

Blender  
Maya  
3DS Max  
ZBrush  
Fusion 360  
Marvelous Designer  
UVLayout  
XNormal  
Marmoset Toolbag  
Substance Painter  
Substance Designer  
Unreal Engine  
Unity Engine  
Adobe Photoshop

### AWARDS

**Eagle Scout**  
**Army Accommodation Medal - Combat**

### LANGUAGES

Conversational  
Japanese