



Mark Wiggers

Prop/Environment Artist

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PROFILE


Creative and detail-oriented 3D Artist with a comprehensive background in both analog and digital arts, including environment asset modeling, PBR-texturing and level design for games. Self-motivated and hard-working professional accustomed to performing under pressure and completing all projects within deadline. Looking for and is open to any interesting opportunities within the realm of 3D art. Whether it be in games, filmproduction or commercial.

CORE SKILLS






3D Modeling UV Unwrapping PBR-Texturing

SOFTWARES

Proficient:

-  Maya
-  Substance Painter
-  Photoshop
-  Unreal Engine
-  3D coat

Learning:

-  Substance Designer
-  ZBrush
-  Unity
-  SpeedTree
-  Unreal VR

LANGUAGES

- Danish (native)
- English (proficient)
- Norwegian (conversational)
- Swedish (conversational)

SOFT SKILLS

- Patient
- Fast Learner
- Humble
- Articulate
- Social
- Introspective

EDUCATION

BACHELOR DEGREE (3,5 YEARS) / 2016 - 2019
Truemax Academy Copenhagen

DADIU (4 Months) / 2018
National Academy of Digital Interactive Entertainment

INTERESTS

- Gaming
- Outdoors
- Painting/drawing
- Movies
- Kendama