

Damian Nachman.

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Portfolio: www.DamianNachman3D.com

Nationality: Argentina / Israel.

Self taught Vehicle/Weapons Artist, currently freelancing out of TelAviv, Israel.

I Consider myself a Hardsurface enthusiast, and particularly enjoy working on anything from weapons, to highly detailed and intricate vehicles.

Skills:

- High to Low poly Hard surface/Organic Modelling.
- Efficient UV 'ing and Lightmapping.
- Next Gen PBR Texturing.
- Realtime Lighting and Rendering.
- Hard Surface Design and Concepting.
- Architectural Visualization.
- Perspective Drawing.

Tools:

- 3DSMax
- Modo
- Zbrush
- Substance Designer/Painter.
- Photoshop. (Quixel Suite)
- Unreal Engine. (UDK, 4)
- Xnormal.
- Marmoset Toolbag 2.

Experience:

- Nov 2014 - April 2015:

Contract 3D Artist (Vehicles) : Liquid Development.

Project: **Wargaming.net's World of Tanks.**

Responsibilities:

Worked in coordination with Liquid Development, in order to create AAA quality assets for Wargaming.Net's World of Tanks.

As a Vehicle artist, I was in charge of optimizing, baking, sculpting, and texturing numerous highly optimized and detailed tanks for the console version of the game.

Responsibilities include:

Low poly optimization.

High to Low poly baking.

Baking of AO and various input maps.

Normal Overlay work.

Detail Sculpting in Zbrush.

Next Gen PBR Texturing of various tanks, mainly using the Quixel Suite.

Documentation.

- May 2015 - July 2015:

Contract 3D Artist (Weapons) : 3PointStudios.

Project: **Hitman.**

Responsibilities:

Worked in coordination with 3PointStudios, in order to create AAA quality hero assets for the upcoming Hitman game.

As a 3D Artist , I was in charge of optimizing, baking, and texturing various weapons for Hitman to use.

Responsibilities include:

Low poly optimization.

High to Low poly baking.

Baking of AO and various input maps.

Next Gen PBR Texturing using the Quixel Suite/Substance Designer.