Miklós Gábor (29)

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EMPLOYMENT

2006 – 2010 | University of Óbuda, Budapest
// 3d Artist, demonstrator //

Responsibilities:
I taught students to basic modelling, meanwhile I was a freelancer artist creating 3d visualizations as well.

2012 - | DIGIC Pictures Ltd, Budapest
// Environment Modeler and CG Generalist //

Responsibilities:
I was one of the first generalists at DIGIC Pictures Environment division four and a half years ago. I was responsible for a wide range of tasks, like asset creation, including modeling, sculpting, texturing, shading and layout. After 2 years I get full scenes to create properly including asset tracing as well. As I can script 3dsmax, I am able to automate highly iterated tasks as well, so I could concentrate on quality instead. After that, I embraced a couple of problems in the pipeline, that wasn't optimized yet. For example I started to make a layout update system, that made the whole process 4-8 time faster then before. Currently I'm working on a substance pipeline integration, which also speeds up the texturing and shading process, up to 8x times faster. I also had to make proper shader interoperability, for Fresnel N and K values. (No visual feedback, but still important for compositing purposes)

(Modeling/Textureing/Layout/Asset Management/Shading/MaxScript/Maya Python)

Experiences:
- High Poly Modeling
- Low Poly Modeling
- Sculpting
- Organic Modeling
- Hi to Lo and Lo to Hi workflow
- Texturing and Procedural Texturing
- Developing MaxScript tools
- Developing Maya Python pipeline tools
- Asset Management
- RIG-ing (mid level)
- Ability to see through complex scenes

I wrote my thesis from rendering engine methods, and I'm familiar with VRay and Arnold as well.

I am also the creator of rapidTools toolset, that's deisgned for quad polygon modeling in a very efficient and fast way. It consists almost 20 tools which can be viewed on my youtube channel. The tools are free to download for anyone from my website's rapidTools tab.

EDUCATIONS

2000 - 2004 |
Sándor Petőfi Secondary school // Budapest

2006 - 2010 |
University of Óbuda Sándor Rejtő Faculty of Light Industry // Budapest
Diploma as Media Printed Technologist

2010 - 2011 |
Mesharray // Budapest
Character Animation

SKILLS

3D / 2D:
- 3D Studio Max
- Maya
- Pixologic Zbrush
- Mudbox
- Adobe Photoshop
- BodyPaint 3D
- Substance Painter
- Substance Designer
- B2M
- Nuke

GAME ENGINES:
- CryENGINE (base level)
- Unity (base level)

PROGRAMMING LANGUAGES:
- maxscript
- python
- javascript

LANGUAGES:
- Hungarian
- English