

# Mark Petro

## Technical Artist and 3D Generalist

Charleston, SC

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Portfolio: <http://www.markpetroart.com>

### Objective

Passionate 3D artist seeks to creatively solve technical art challenges while continuing to grow a professional skillset.

### Skills

- Strong work ethic with the willingness to "go that extra mile"
- Outstanding teamwork performance with proven leadership capabilities
- Hard-surface modeling, focusing on technical/mechanical models
- Re-topology and topology optimization of complex models
- Tool Creation for Unity & 3DS Max
- Rigging highly configurable mechanical models
- Purpose built shader development
- Mobile optimization of models and shaders
- Creating and documenting art pipelines

### Software

- 3DS Max, Blender, ZBrush
- Photoshop, Illustrator, GIMP
- Quixel Suite, XNormal
- Unity, UE4

### Scripting/Programming

- Unity ShaderLab, Nvidia Cg, HLSL
- C#, C++
- MaxScript, Python

### Employment

#### Atlatl Software, Inc

*Lead 3D Artist/Technical Artist*

2013 – Present

Charleston, SC

Responsibilities include creating and rigging highly complex mechanical models based on real-world engineering rules and specifications, while maintaining a high visual fidelity to client products. Creating and maintaining tools for Unity and 3DS Max. Creating custom shaders, and optimizing mobile performance of assets. Creating and documenting project specific art pipelines. Organizing and managing an art team across multiple client projects and pipelines.

#### Freelance Digital Artist

*3D Artist/Graphic Designer*

2008 – Present

Phoenix, AZ - Charleston, SC

3D model creation and animation, shader and material creation, character re-topo and optimization on contract. Graphic design for web, social media, print and t-shirts.

#### United State Marine Corps

*Electrical Equipment Repair Specialist/Squad Leader*

2003 – 2007

### Education

#### Westwood College

*Game Art, Bachelor of Science*

2010 – 2013

#### Arizona State University

*Computer Science Major, Undergraduate*

2001 – 2002