

# Luca Marchetti | Environment Artist

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## Summary

I am an Environment Artist with 3+ years experience in the Games industry. My objective is to be part of a talented Team and work on a challenging project that leads me to push my limits and improve my artistic and technical skills.

## Skills

- Specialized in Environment Art for Console/Nextgen and mobile platforms
- High and Low poly modeling, UV mapping, Normal map baking
- Texturing, hand painted or photo sourced
- Real-time Lighting and Post processing techniques
- Pixel and Vertex shaders for environments and Vfx (node based)
- Vfx creation for games, particle systems and cinematics
- Level building, prototyping and optimization

## Software

Autodesk Maya  
Autodesk 3D Studio Max  
Zbrush  
Photoshop  
Unreal 3 - Unreal 4  
Unity

## Professional Experience

**Environment Artist at Rockstar Games** (Leeds, Uk)  
january 2015 - present

**Environment Artist at Supermassive Games Ltd** (Guildford, Uk)  
october 2012 - December 2014

- Worked in the core art team for "**Wonderbook - Walking with Dinosaurs**" (Sony/BBC Earth - PS3)  
Main duties: Environment Art, Lighting and Vfx R&D

**Environment/Vfx Artist at Climax** (Portsmouth, Uk)  
september 2011 - september 2012

- Worked on a unannounced AAA action title (Unreal Engine 3 - Xbox360/PS3)  
Main duties: creation and implementation of Vfx Particle systems and Shaders, In-game Trees and Foliage, Lighting and Vfx pass on Cutscenes, additional Environment and Prop art.

**3D Artist at Silent Bay Studios** (Genova, Italy)  
january 2011 - september 2011

**Environment/Vfx Artist at Dream Locker Srl** (Belluno, Italy)  
April 2009 - december 2010

**3D Artist at Twelve Interactive** (Kroton, Italy)  
April 2008 - March 2009

**Education**

Nuova Accademia di Belle Arti - Milan, Italy (2003-2006)  
**Bachelor of Arts - Media & Digital Arts**

**Language**

Italian/English