



mari kirakosyan

Environment Artist

contact

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Los Angeles, CA

profile

I am a 3D Environment Artist. Passionate for all aspects of environment art creation.

skills

Autodesk Maya, Zbrush, Unreal Engine, Marmoset, Substance Painter, Substance Designer, Photoshop, Marvelous Designer, Houdini, SpeedTree, Gaea

languages

English fluent
Armenian native
Russian fluent

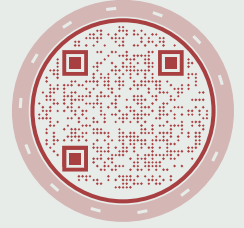
awards

2-Time Best of Term

Gnomon School of Visual Effects
Stylized Environment category

Excellence Award and Draft Selection in The Rookies Awards

The Rookies 2024
Game Development category



skills summary

modeling/environment creation

Develop detailed and visually appealing models and assemble scenes for both, architectural and organic environments.

Optimize the models for different workflows.

An exceptional understanding of form, shape, structure, and silhouette.

texturing

Creating procedural or sculpted textures in Substance Designer, Painter or Zbrush.

Creating shaders for environment assets, volumetrics, decals and more.

Making and implementing trim sheets in modular environments.

soft skills

Open-minded and great at handling criticism

Self-motivated with the ability to work between disciplines.

Ability to grasp new ideas and integrate them into expected outcomes.

work experience

Unannounced Indie Project

Environment/Texture Artist

2023-present

Ok! Doki (game)

Environment/Texture Artist

2024-present

Old Navy

Retail consultant

2020

education

Bachelor of Fine Arts, Digital Production

Gnomon School of Visual Effects

Los Angeles, CA

2023

Focused on the Game Art track of the program and learned different pipelines from industry-level professionals.

Los Angeles Valley College

Van Nuys, CA

2020

National University of Architecture and Construction of Armenia (NUACA)

Architectural Technician

Yerevan, Armenia

2017