

# MARK BUCKLEY

3D MODELER &  
TEXTURE ARTIST

## About Me

Creative, passionate and multifaceted 3D artist with experience in supporting video game development. Adept at learning new software quickly and utilizing emerging technologies to streamline quality content generation. Seeking to leverage background into a video game art and 3D modeling role for a progressive organization.

## Education

**Game Art & Interactive Media Design** 2015 -2018  
Bachelor of Fine Arts 3.83 GPA  
Miami International University of Art & Design  
President's List; Dean's List

## Experience

**Freelance 3D Artist** Self-Employed  
June 2018 – Present  
Utilize 3D modeling, mapping, texturing, lighting techniques etc. to create visual elements, as well as optimize 3D models for creating realistic weapons, vehicles and props.

**3D Artist Intern** Fire Hazard Entertainment  
May 2017 – September 2017  
Utilize 3D modeling, mapping, texturing, lighting techniques etc. to create visual elements, as well as optimize 3D models for creating realistic weapons, vehicles and props.

**Library Assistant** Art Institute of Tampa  
June 2016 – June 2018  
Compile records, sorts and shelves books, and issues and receives library materials.

**Parts Expediter** Stadium Toyota  
October 1998 – March 2014  
Performs a variety of customer service, in store, marketing, promoting, advertising and stocking duties related to the receiving, sale and delivery of parts and accessories.

## Software

**3Ds Max | Maya | Zbrush | Substance Painter | Marmoset ToolBag | Unity | Unreal Engine 4 | Photoshop | After Effects | MS Office Suite**

## Skills

High/Low poly modeling | Next-gen texturing techniques and workflow (PBR included) | Experience and knowledge of development workflows | Hard surface modeling | UV unwrapping | Lighting and rendering | AR and VR development

## Social Media



Mbuckley.artstation.com



www.linkedin.com/in/mark-buckley-23875376/



www.facebook.com/mark.buckley.35

## Contact Me



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