MARTIN PALKO

TECHNICAL ARTIST

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EXPERIENCE

Senior Technical Artist – Eidos Montreal (October 2017 – Current)

Technical Artist – Eidos Montreal (January 2017 – October 2017)

As a Technical Artist at Eidos Montreal, I work closely with the art and rendering teams to improve the visual fidelity of the game. This usually involves developing shaders and workflows, as well as debugging existing rendering systems and suggesting improvements.

Technical Artist – Crytek (July 2015 – December 2016)

At Crytek, I was responsible for developing scripts and plugins for 3ds Max and Sandbox, as well as creating a standalone toolset that would integrate with a number of DCCs. I worked closely with the environment artists to develop new workflows, as well as to address pain points and improve existing workflows.

Unity Developer - Ratrod Studio (May 2014 – December 2014)

I worked at Ratrod Studio as a Unity Developer. I was responsible for player physics, animation, and graphical effects on "Snowboard Party".

Freelance 3d Artist - Pub Games, Lukewarm Media, Isotx, Tankrush ltd (December 2011 - March 2014)

During college, I worked on and off as a Freelance 3d Artist for a number of projects. I worked with the on-site developers to understand the projects' needs, and ensure my work met their requirements.

PROJECTS

Next Tomb Raider – Eidos Montreal

Robinson: The Journey – Crytek (PSVR)

The Climb – Crytek (Oculus Rift)

Snowboard Party – Ratrod Studio (iOS, Android, Windows Phone, Windows 8, OSX)

Renegade-X – (Windows)

SKILLS

- Shader and material creation both via code, and node based editors
- Graphics programming
- Performance profiling and optimization
- Asset Creation (high and low res hard-surface modeling, UV mapping, texture baking, and PBR texture creation)
- Tool & UI development
- Plugin development

Engines: Cryengine, UDK, Unreal Engine 4, Unity, In-house Engines
Languages: C++, C#, Python, Maxscript, Cg/HLSL/GLSL, CMake
Software: 3ds Max, Photoshop, Substance Painter & Designer, Visual Studio
UI: Qt, Win32, Windows Forms, WPF, Unity IMGUI

EDUCATION

Algonquin College (*September 2011 - April 2014*)
Game Development - 3 Year Advanced Diploma