

SEAN MARINO WWW.DIGITALMARINO.COM

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EDUCATION

Bachelor of Science Degree
The Art Institute of Fort Lauderdale, Fort Lauderdale, FL

September 2011

- Major: Game Art & Design

SKILLS & ABILITIES

Specialties:

- Optimized game-resolution 3d models
- High-poly modeling/sculpting
- Creating photorealistic textures.
- Custom materials/shaders with Unreal Development Kit

Software Knowledge (Game Art Related):

- Autodesk 3ds Max
- Pixologic Zbrush
- Marmoset Toolbag
- 3d-Coat
- Unreal Development Kit
- Adobe Photoshop
- Crazy Bump
- XNormal

Other Software Knowledge:

- Microsoft Office Word
- Microsoft Office Excel
- Microsoft Office PowerPoint
- Adobe Dreamweaver

EXPERIENCE

Contract Artist

December, 2011 - Present

Liquid Development

- Responsible for creating weapons for a stylized game.
- Creating high and low poly models, unwrapping, baking, and texturing.

Contract Artist

Coral Springs, FL

Darkside Game Studio

September, 2011 - Present

- Creating high and low poly models, unwrapping and baking normal maps.
- Creating LODs.

Prop Creation/Level Design - Intern

Coral Springs, FL

Shadows In Darkness

February 2011 - April 2011

- Responsible for populating levels and creating assets for a simulation project

using Unreal Engine 3.

Texture Artist - Intern

Nuclei3d

- Responsible for unwrapping and creating textures for provided 3d models.

Fort Lauderdale, FL

November, 2009 - February 2010