Mark Fernandez, Technical Artist

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— Summary

I am Mark Fernandez, a resourceful Technical Artist with expert proficiency in 3D modeling, lighting, texturing, shader creation, and workflow automation using tools like Blender, Maya, and Unreal Engine. Experienced in enhancing art production processes at tech startups, I specialize in developing tools that simplify and optimize workflows, demonstrated by my impactful projects at Outward, Inc. and MGM Resorts International. Passionate about advancing in tech art, I combine deep technical expertise with a creative vision to drive game development projects from concept to completion. My approach is proactive, problem-solving, and focused on continuous learning and innovation.

— Skills

Unreal Engine	Python	Project Management	Git	Perforce
Blender	Maya	C++	C#	R&D	ThreeJS	A-Frame
Houdini	Pyside	PyQT	Agile Methodology	Solidity
Unity	Gaea	Javascript	Team Building	Pixar USD
ZBrush	Typescript	Continuous Improvement	Javascript	Typescript

— Experience

Studio Takosu, LLC / Gameplay Developer - Technical Artist
May 2022 - Present

- Created high-quality assets and prototypes, highlighting technical and artistic capabilities within Unreal Engine.
- Developed key gameplay mechanics utilizing C++ and Blueprints for gameplay POCs.
- Developed Networked Game logic for the Multiplayer Shooter utilizing the Steam Online Subsystem
- Developed UE5 tools for asset management and procedural systems using Blueprints.
- Authored multiplayer game modes and a Unreal Engine Editor plugin for asset clean-up.

MGM Resorts International, Senior Technical Artist
Feb 2023 - Dec 2023

- I contributed to the design of multiple proof of concepts (POCs) leveraging Unity, Unreal Engine, and ThreeJS to craft captivating virtual experiences.
- I was instrumental in developing virtual environments for Security Training Scenarios and a Casino Sandbox Proof of Concept.
- I created an automated pipeline for rendering cinematics using Movie Render Queue with a powerful combination of C++, Python, Redis, Docker, and JavaScript.
- Engaged in research and development, we harnessed the power of machine learning to elevate in-game AI interactions within virtual experiences powered by Unreal Engine.

SwivelMeta, Senior Technical Artist / Software Developer
Nov 2021 - Feb 2023

- I played a key role in creating cutting-edge VR and web applications, specializing in real-time performance optimization and feature programming.
- I harnessed the power of Unreal Engine for look development, with a key focus on crafting captivating and engaging virtual environments.
- I developed Python tools for Blender to revolutionize efficiency by optimizing asset export and texture baking processes.
- I offered technical support for various art-related matters.
- I leveraged version control tools like Git and Perforce to manage assets and code effectively, ensuring streamlined and efficient workflows.
- I worked closely with the CTO, CPO, and lead developers to improve product quality and implement new features.
- I have gained expertise in Solidity to create NFT contracts for our app, enabling us to expand its capabilities and provide more value to our users.

Outward Inc, Technical Lighting Artist / Project Coordinator
DEC 2015 - Nov 2021

- I successfully oversaw project timelines and ensured the timely delivery of content for a variety of projects.
- I developed crucial workflows for Ensemble, a cutting-edge room planning design tool tailored for Interior Designers, ensuring seamless and efficient design processes.
- Created powerful Python tools to automate image editing in Photoshop and Blender, while also streamlining 3D file processing, resulting in a more efficient content delivery pipeline.
- Partnered with cross-functional teams to effectively troubleshoot issues and generate innovative solutions through collaborative brainstorming.
- I played a critical role in developing the 3D pipeline for VR and web applications while aligning with 2D/3D content pipeline requirements.

— Education

Art Institute of California - Silicon Valley / Bachelor of Science in Game Art & Design
2010 - 2015, SUNNYVALE, CA