Sergio Pierre Marmarian

3D Artist

CONTACT

626-808-1661

sergiomarmarian@gmail.com

Pasadena, CA

[Artstation](#)

[LinkedIn](#)

[Website](#)

EDUCATION

Bachelor of Art - Animation • 2018 • California State University Northridge (3.8) – Dean's List 4 Semesters

SOFTWARE SKILLS

- Substance Painter / Designer
- Adobe Creative Cloud
- Marmoset Toolbag
- Unreal Engine 4
- Git/Fork
- Shotgrid
- Zbrush
- Unity
- Maya

EXPERTISE

- 3D Model Optimization - Baking/Topology
- Game Engine Implementation
- Modeling and Rigging for Animation
- Material Creation
- Lighting in Engine
- Texture Packing/Atlasing
- Game VFX in Unreal Niagara

ABOUT ME

I am a 3D generalist used to working in multiple aspects of games and animation. Most of my experience is in creating optimized 3D assets of high quality and fidelity for use in VR experiences. Being a jack of many trades I have filled roles such as, character modeler, rigging artist, and character animator. Collaboration is extremely important, so no matter what project I am working on I make sure to keep in constant contact with my colleagues on the front and back end of my work. Teaching and learning is also a passion of mine, so I constantly try to improve with colleagues in my field.

EXPERIENCE

3D ARTIST

TALESPIN REALITY LABS | CULVER CITY | 2019 - PRESENT

Modeling, texturing, rigging, and animating assets for use in virtual reality experiences using Unity/Oculus. Recording body/facial MoCap, and polishing/animating it for use on realistic characters.

- Collaborating with engineers and other artists to build optimized VR experiences.
- Working with directors and actors to capture proper facial/body motion during motion capture sessions.
- Implementing assets, animations, and lighting inside Unity.

COMPUTER TEACHER

SPU SCHOOL DISTRICT | SOUTH PASADENA | 2019 - 2020

Teaching students from age 4-11 about computers, coding, and animation. Fixing all technological issues within the school, such as printers and laptops. .

- Patience and understanding of colleagues/students and their needs.
- Managing a room filled with young children and technology
- Collaborating with the teachers to create the best experiences for students

PROJECT LEAD

NURSING VR/CSUN | NORTHRIDGE | 2018 - 2019

Managed a small production team and led in the creation of a virtual reality nurse training game with the CSUN nursing department.

- Making sure my team made an excellent experience with very limited resources and aggressive deadlines.
- Managed expectations of client while providing a presentable end product
- Pitched the VR experience in front of investors