

## CURRICULUM VITAE

My name is Peter Mayer, I was born in Budapest, Hungary on the 11th of January 1981.  
I grew up in London, England and Ottawa, Canada, spent a lot of years living abroad.



<https://www.instagram.com/visualizing.spaces/>  
<https://petermayer1981.wixsite.com/visualizingspaces>  
<http://petermayer1981.wixsite.com/portfolio>  
<https://www.linkedin.com/in/petem1981/>

### Career Ambitions

My goal is to work for a well respected company and to put my many years of experience as 3D artist / visualizer and project manager to good use. I would like to grow and advance in my career as a creative director or senior 3d artist, managing projects and a team, teaching juniors and advancing their talents.

I am hard working and very ambitious, have a good personality and integrate easily into new environments and situations. I have a keen eye on detail, shape and form, color and light, realism.

### Most recent jobs

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#### **Current -**

#### **Render Developments**

#### **offsite CG Supervisor / Project Manager**

#### **Toronto, Ontario**

Taking client briefs

Organizing project package and deliverables

Managing team of artists

Giving guidance on look and quality of CG shots

Compiling feedbacks and changes

Making sure all are met to standards of the client and delivered on time.

**Clients: New Horizon Development Group, Ivanhoe Cambridge, Prince Developments**

**2014.06.30 - Current**

**Visualizing Spaces,**

**Founder/Senior 3d artist**

**Freelance Architectural Visualizer**

Interior / Exterior renderings and animation

Product visualization

Post production and VFX

Clients include: Cressey Architects, Vancouver

Intergalactic Agency, Vancouver

LNG Studios, Vancouver

Modelworks Media, London

Vyonyx, London

BAM Communications, Vancouver

ZOA Studios, Budapest

and more.

**2007-2014**

**Dubai based freelance CGI artist contract based:**

**Clients:**

**ADCC Architectural Design, Dubai, UAE**

Projects: Jumeirah Golf Estates, Dubai

The Royal Estates, Dubai

Tiger Woods Golf Estates, Dubai

**Macina Engineering Consultants, Dubai, UAE**

Projects: Dancing Towers, Business Bay, Dubai

Al Safa Park rebuild, Dubai

Business Bay animation

**Real Image TV Productions, Dubai**

Projects: Dubai Metro

Al Zorah resort, Ajman, UAE

Oqyana, The World Islands, Dubai

Palm Jumeirah, BLT-Kann Architects

**Olive Green Studios, Dubai**

Projects: Nissan Juke animation and mini website CG

**Montage TV Production, Dubai**

Projects: Various TV Commercial CG

**Spitfire Studios, Dubai**

Projects: Toyota TV Commercial

## **Muddville Studios, Dubai**

### **Optix Digital, Dubai**

Project: Nescafe TV Commercial

### **Rolling Thunder, Dubai**

Project: Dubai Mall, Penguin Experience safety video

### **The Chimney Pot, Dubai, UAE**

Projects: Chevrolet Malibu TV Commercial

Pepsi World TV Commercial

Mobily Telecom Ronaldo, TV Commercial

## **2005.02 - 2007.04**

### **3D Brigade, Hungary**

<http://www.3dbrigade.com>

#### **Lead CG Artists**

- high poly work
- low poly ingame work
- texturing
- concept design
- animation
- lighting and rendering

References at 3D Brigade:

- Heroes of the Might and Magic V**, *Mithis Games* intro/outro animation
- Fast and the Furious: Tokyo Drift**, *EUTechnyx*, car modelling, car upgrade modelling, texturing
- Evolution GT**, *Black Bean Ent.*: car texturing
- Super-Bikes: Riding Challenge**, *Black Bean Ent.*: motorcycle texturing
- F.E.A.R. 2**, *Monolith Games*: object modelling
- Sacred 2** by *Ascaron*: Weapon modelling/texturing
- Digital Reality releases**:
  - War on Terror**: building, vehicle, character modelling/texturing
  - War Front**: building modelling/texturing

## **1999.02 – 2002.01**

### **Brainfactor Entertainment Ltd.**

3D Artist

- modelling and texturing characters, buildings,  
level environment and other objects  
for PC and console games

## **Schools**

**1996 – 2000:** - József Eötvös School of Economics, programmer and bookkeeper, Maturity Exam.

**2002 – 2003:** - Gábor Dénes College of Applied Science, informatics, not finished.

**2003 – 2004:** - Oktáv School ., Multimedia Developer.

## **Language Skills**

**English** fluent.

## **Others**

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### **Software Knowledge:**

- Adobe Photoshop, 3D Studio MAX, Vray, Corona, Mental Ray, Mudbox, Zbrush, After Effects, Nuke, Boujou, Realflow, Hairfarm, FumeFX, Craft Director Studio, Marvelous Designer, Phoenix FD, Substance Painter.
- Currently learning: Unreal 4 UDK, Blender,

### **Abilities**

Good communication, teamwork, ability to meet deadlines, I make friends easily and have no problem of getting used to new people and work environments. Good sense of shape and form, lighting and texturing. I draw well on paper, freehand. I have a good design capability with a lot of fantasy and imagination. A high drive in creating things that are appealing to the audience. I love to model and create.

Thank you for taking time to reading this,  
Sincerely  
Peter Mayer