



Szilard Hazi

3D Environment Artist

Passionate self-taught 3D artist with over 3 years of industry experience, confident in his abilities to produce high quality 3D art via efficient modeling techniques, complex material set ups and deep understanding of art principles. Apart from being a fast learner, I am always open for feedback and aim to improve my skills. I hope to bring my enthusiasm for 3D and games into your studio.

Portfolio

Website

szilardhazi3d.com

Contacts

LinkedIn

[Szilard Hazi](#)

Email

szilard.hazi91@gmail.com

Phone

+36 30 782 8256

Skills

- Punctuate
- Great Communication Skills
- Problem Solving
- Team Player
- Critical Thinking
- Highly Organized

Education

September 2007 - June 2011

High School Degree

Kőszeg High School of
Marketing and Informatics -
Kőszeg, Hungary

Language

Hungarian
English

Experience

2023 - 01 - 3D Environment Artist

Treehouse Ninjas - Budapest, Hungary

- Shipped award-winning AAA title: Indiana Jones and the Great Circle, work in several projects
- Responsible for complete environments from initial blockout phase until the final touches, creating modules to unique assets, props and their complete integration into the engine
- Continuous collaboration with other developer teams to achieve production goals
- Work in team or as an individual on specific tasks
- Polish imperfections on the level of small details and review final areas

2022 - 02 - Junior 3D Character Artist

Ragesquid - Tilburg, The Netherlands

- Sculpt highpoly character models by following given proportions to match existing animations
- Create various props and implement them into the engine

Software Knowledge

Expert



Intermediate



Hobbies & Interests

In my free time, I am an avid gamer, who also likes to hike and travel, while also staying active through wall climbing.