



Szilard Hazi

3D Environment Artist

Passionate self-taught 3D artist with over 3 years of 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.

Contact

Portfolio

[Artstation](#)

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 - Present 3D Environment Artist**
Treehouse Ninjas - Budapest, Hungary
 - Shipped AAA title and work in several projects
 - Responsible for complete environments from initial blockout phase until the final touches, including building the necessary elements from modules to unique assets, props and their complete integration into the engine
 - Continous 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 - 2023 - 01 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

- 3ds Max Blender ZBrush Substance 3D Painter id Tech 7
 RizomUV Marmoset Toolbag

Intermediate

- Unreal Engine Unity Maya Photoshop MODO Mari
 Marvelous Designer XGen FiberShop Substance 3D Designer
 Perforce - P4V Hansoft

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.