

Mark (markaelie) Hunanyan

aesthetic engineer
game developer
3d generalist

education

2017 First Aid, CPR, AED
Code 3 Angels
2014 - present Object Oriented Programming
Self-education
2015 - present Finite State Machine
Self-education
2014 - 2015 MAXScript
Self-education
2013 Maxon User Meeting
Cologne / Germany
2007 - 2011 State Academy of Fine Arts of Armenia
Faculty of Industrial Design | Yerevan / Armenia
2006 - 2007 Drawing Lessons by
Frank Gasparyan
Drawing | Yerevan / Armenia
2004 - 2007 Educational Complex Hakob Kojoyan
Drawing | Yerevan / Armenia
1999 - 2004 Drawing Lessons by
Martiros Badalyan
Drawing | Yerevan / Armenia
1997 - 2004 Middle School 186
Yerevan / Armenia

activity

2018 - 2019 Jury member of IMGA Global
imgawards.com
2018 Microsoft Development Team
participation to improve Visual Studio
Visual Studio / Unity
2017 - 2018 Content Developer
at TUMO Center for Creative Technologies
Yerevan / Armenia
2015 - 2017 3D Graphics Workshop Leader
at TUMO Center for Creative Technologies
Yerevan, Gyumri, Dilijan / Armenia
2016 - 2017 Developer of LUNET
iOS Game
2014 - 2015 Developer of ProColor
3ds Max Extension
2014 - 2015 Senior 3D Artist / Founder
at MagicKey Animation Studio
Yerevan / Armenia
2014 3D Coach at Optimum
Yerevan / Armenia
2013 - 2014 Senior 3D Artist at Render AM Studio
Yerevan / Armenia
2012 - 2013 Freelance 3D Artist
Yerevan / Armenia
2011 - 2012 CG Artist at Business Style
Yerevan / Armenia
2008 - 2011 Designer at Idram
Yerevan / Armenia

main tools

I have a balanced mix
of visual aesthetic and
tech-art/programming
skills

ENGINES

UNREAL
UNITY

3D

3DS MAX
MAYA
3D COAT
MUDBOX
V-RAY

OTHER

AFTER EFFECTS
PHOTOSHOP
AFFINITY
CORELDRAW
HTML
CSS
ETC...

interests

Some are really interested
in finding new things or
observing the people
around them. Showing
much more interest in the
people around us makes us
think about them.

So my hobbies are:

- any types of video games
- experimental psychology
- nonverbal communication
- history

author of

LUNET iOS Game (2016)
ProColor 3ds Max Script (2014)

info

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see more at [markaelie.github.io](https://github.com/markaelie)