
Max Kogan
3D Artist
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Summary:

I am a proficient 3D Artist with 7 years of experience working in AAA games. I am dedicated, hardworking and possess a no-nonsense approach. I am able to meet deadlines and take direction to provide the best possible result within the time allotted. I am an eager learner and an eternal student, constantly striving to improve and expand my horizons and opportunities. I am ready and willing to take on any challenge. I offer competitive rates.

Creative Experience:

Liquid Development Portland, OR.
Offsite 3D Artist 2007 to Present

- Firefall (Bioware)
 - Props modeling based on given concepts. Highpoly, lowpoly, UVW, normal AO maps.
 - Highpoly environment structure modeling with interior.
 - Modeled and rendered maps for animated parts.
- Mass Effect 2 (Bioware); Doom 4 (Id Software)
 - Numerous environment props. Highpoly, lowpoly, UVW, normal AO maps.
 - Spaceship for cinematic(Mass Effect 2).
- Mass Effect 3 (Bioware)
 - Modeled spaceships to be used in game and cinematics. Highpoly, lowpoly, UVW, normal AO maps.
 - Retrofitted given kitbashed parts to assemble section of spaceship.
- Borderlands 1, Borderlands 2 (Gearbox Software)
 - Weapons, attachments and grenades modeling. Highpoly, lowpoly, UVW, normal AO maps.
 - Modeled and rendered maps for bus in cinematic opening sequence.
 - Used client's tangent basis plugins to bake normals for selected models.
- Tribes Ascend (Hirez Studios)
 - Ingame tank vehicle modeled. Highpoly, lowpoly, UVW, normal AO maps.
- Aliens Colonial Marines (Gearbox Software)
 - Various environment props. Highpoly, lowpoly, UVW, normal AO maps.
- Kinect Adventures (Microsoft)
 - Cinematic and ingame helicopter.
 - Various gameplay props. Highpoly, lowpoly, UVW, normal AO maps.

Digigage Tel-Aviv, Israel
Offsite 3D Artist 2012

- Responsible for scene creation in Unity from concepting to final product.
- Managed provided 3D assets and customized them to fit within overarching vision.
- Environment modeling, texturing, shading, lighting and rendering.
- Organic modeling and animation.
- Finished scenes were integrated as live products in commercial elevators.

Space Cowboys

Rishon-LeZion, Israel

Offsite 3D Artist

2011

- Responsible for blockout and visualization of a real world place to be used for exploration by players.
- Environment modeling and UV of the ingame mesh along with collision volumes.
- Importing and setting up the scene inside the Unity game engine.
- Assembly, lighting and playability testing of the final product.

Professional Skills:

- Highpoly detailed modeling with clean geometry
- Lowpoly, UVW and LOD creation
- Render to texture(Normal, AO, Cavity maps etc)
- Texturing and material rendering (PBR)
- Blockout and visualization
- Concept development
- Technical modeling(Proxy, shadow, collision mesh)
- Engine import and set up and scene assembly

Software Knowledge:

- Autodesk 3ds Max
- Pixologic Zbrush
- Adobe Photoshop
- Visual Studio w/ UnityVS
- Quixel nDo2
- Quixel dDo
- xNormal
- Monodevelop
- UDK/Unreal Engine 4
- Unity3D Engine
- Crytek Cryengine
- Git SVN

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