

Marcos Gomes

Senior 3D Environment Artist

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I am a skilled 3D artist that specializes in modeling and texturing environments. I am known for my strong work ethic, focus on deliverables and consistent ability to excel under tight deadlines. I strive to be a collaborative leader who holds my team accountable while investing in their professional growth.

Professional Experience

Lead Environment Artist, Nintendo Software Technology

June 2023 to Present

- Leads environment art team, with seven direct reports and four indirect reports.
- Establishes production pipelines and ensures quality and timely delivery of assets.
- Liaisons between project directors in Japan, collaborates with design and engineering to ensure art aligns with game design requirements and technical restrictions.
- **Shipped: Mario vs. Donkey Kong (2024)**

Senior Environment Artist, Nintendo Software Technology

June 2019 to June 2023

- Served as primary 3D artist for complex model and texture deliverables.
- Lead environment art team of seven people, with three direct reports.
- **Shipped: Super Mario 3D World + Bowser's Fury (2021), Captain Toad Treasure Tracker DLC (2019)**

Environment Artist, Nintendo Software Technology

March 2017 to June 2019

- Primary 3D artist in charge of environment deliverables.
- Oversaw team of 5 artists, including one direct report.
- **Shipped: Captain Toad Treasure Tracker (2018)**

Artist Generalist, Nintendo Software Technology

May 2012 to March 2017

- Primary 3D artist in charge of environment, character, and prop modelling.
- Created concept designs for new characters, backgrounds, objects and cutscenes.
- **Shipped: Super Mario Maker 3DS (2016), Mini Mario & Friends - Amiibo Challenge (2016), Mario vs. Donkey Kong - Tipping Stars (2015), Mario & Donkey Kong - Minis on the Move (2013)**

Environment Artist, 343 Studios

December 2011 to May 2012

- Created physics and collision models for pre-existing assets
- Modeled and integrated 3D assets into the game
- **Shipped: Halo 4 (2014)**

Education

Digipen Institute of Technology, Redmond WA
Bachelor of Arts in Digital Arts & Animation

June 2012

Technical Skills and Abilities

- Expert knowledge of modeling and texturing techniques (hi-poly modeling and sculpting, normal map generation, PBR pipeline, shaders, etc.)
- Expert knowledge of Maya/3DS Max, Zbrush, Substance Designer/ Painter, Photoshop.
- Detailed knowledge of technical constraints for two proprietary engines, some familiarity with Unity and Unreal engines.