



MÁRK SZABÓ

3D ARTIST

ENVIRONMENT & HARD SURFACE ARTIST

CONTACT

-  Komárno, Slovakia
Relocating to Copenhagen, Denmark
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ABOUT ME

Junior 3D Artist specializing in environment and hard surface art. Passionate about creating high-quality, game-ready assets and immersive worlds. Eager to contribute to a creative team and grow as a professional in the games industry.

WORK EXPERIENCE

- 2021**  **Social Media Designer**
22Media
Created logos, branding materials, social media graphics, and other visual assets for clients. Worked on branding, digital marketing visuals, and graphic design projects.

EDUCATION

- 2022**  **Budapest Metropolitan University**
Bachelor's Degree in Media Design
Successfully completed a Bachelor's degree in Media Design with a specialization in 3D graphics, game-ready asset creation, hard-surface modeling, environment art, visual communication, and digital media.
- 2018**  **Stredná Odborná Škola Technická**
Graphic Design
Completed secondary vocational education in Graphic Design, focusing on visual communication, branding, typography, digital illustration, print design, and creative software.



SKILLS

3D

- Blender
- Maya
- ZBrush
- Unreal Engine
- Substance Painter

2D & GRAPHIC

- Photoshop
- After Effects
- TouchDesigner

LANGUAGES

- Hungarian — Native
- English — Fluent
- Slovak — Native
- Czech — Intermediate

TOOLS

Blender	
ZBrush	
Unreal Engine	
Substance Painter	
Photoshop	
After Effects	