DANIEL CANO MARTINEZ

3D Environment, Lighting & Material Artist | Unreal Engine 5 | Real-Time Graphics

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PROFESSIONAL SUMMARY

Experienced **3D Environment, Lighting and Material Artist** specializing in creating immersive, high-quality assets for video games and virtual environments. Expert in **Unreal Engine 5** and real-time rendering, with a strong focus on asset optimization, shader creation, and PBR texturing. Skilled in the full asset creation cycle from high-poly sculpting in ZBrush to game-ready integration.

CORE SKILLS & SOFTWARE

Environment & Lighting Art

Modular Design, High/Low Poly, UV Unwrapping, Composition, Set Dressing, Lighting

Real-Time & Engines

Unreal Engine 5, Unity, Real-Time Pipelines, LED/Virtual Production, Shaders

Software Proficiency

Unreal Engine 5, Blender, 3ds Max, ZBrush, Substance 3D Painter/Designer, Photoshop

Technical & Optimization

LODs, Collision, Occlusion, Procedural Tools, PBR Texturing

PROFESSIONAL EXPERIENCE

2D/3D Artist | AI-Driven Workflows – Flop Work   *Dec 2024 – Present*

- Spearhead the integration of AI tools (Meshy, Krea, custom pipelines) to accelerate concepting, modeling, and material creation.
- Develop optimized shaders, LOD systems, and procedural materials for large-scale real-time environments in Unreal Engine 5.
- Build internal procedural tools to enhance team productivity and ensure asset consistency.

3D Environment / Prop Artist – Ultimo Ratio Games   *Feb 2024 – Nov 2024*

- Created modular environment pieces, hero props, and game-ready assets for the tactical FPS **"Alpha Response"** in UE5.
- Ensured all assets were optimized for real-time performance, maintaining high visual fidelity with strict polygon budgets.
- Improved overall scene performance through clean topology, efficient UV layouts, and optimized material instances.

3D Environment Artist – Pearl Abyss *Jan 2022 – Jan 2024*

- Produced modular environments, props, and optimized assets for AAA productions using Unreal Engine.
- Collaborated in a cross-regional team (Europe/Korea), adhering to AAA quality standards and pipelines.
- Built comprehensive modular kits and scalable assets for expansvie real-time worlds.
- Optimized complex scenes by refining UVs, materials, and geometry to maintain high frame rates.

3D Prop / Environment Artist (Internship) – THQ Nordic – Alkimia Interactive *Jul 2021 – Oct 2021*

- Modeled and textured polished, game-ready props for the **"Gothic 1 Remake"**, adhering to the project's dark fantasy style.
- Specialized in creating clean topology and high-quality PBR textures compatible with UE4/UE5 pipelines.
- Successfully integrated assets into the build, ensuring correct scaling, collision, and material setup.

SELECTED PROJECTS

- **Alpha Response (Video Game):** Created optimized props and environments for this tactical FPS. (Ultimo Ratio Games)
- **Gothic 1 Remake (Video Game):** Contributed medieval/fantasy props and environment art. (THQ Nordic)
- **Blendcore (Tool):** Created a modular Master Material enabling infinite PBR variations.
- **Shadows Of The Forgotten Realm:** Developed a realistic dark fantasy environment in UE5.