Max Hitzemann
LoU2 Remington & Workbench

Max Hitzemann

Senior 3D Artist / Software Engineer

Orlando, Fl
www.mahitz.com

LinkedIn
ArtStation

Software

Mastery:
3ds Max, Substance Painter, Unity, Visual Studio, Adobe Photoshop, Adobe Premiere

Experienced:
Maya, Mental Ray, Headus UVLayout, XNormal, Unreal Engine, Pixyz, Adobe Illustrator

Knowledgeable:
ZBrush, Substance Designer, Adobe After Effects, Topogun, SpeedTree, id tech 4

Education

- **BFA Digital Media – 2015**
Focus in Video Game Design
University of Central Florida
- **Associate of Arts – 2012**
Pasco Hernando Community College

Accolades and Accomplishments

- Worked with Mythbusters producer and developed 3D model rendering of Mythbusters building using id tech 4 for Episode 226.
- Placed 1st in Intel® RealSense competition with Sense Stretch game
- Placed 1st in Indie Galactic Space Jam hosted by Space Florida with Astro Clash Cosmo Smash game
- Completed multiple freelance contracts for QinetiQ
- Submit Nighthawks to IGF
- SpitFire game featured at Indienomicon in Orlando, Fl

Senior Software Engineer
Lockheed Martin | Orlando, Fl   02/2017 - Present
3D Artist / Software Engineer

- Developed multitudes of apps ranging from VMT's (Virtual Maintenance Trainers) to SDT's (Sustainment Digital Twins) on a range of various hardware from VR, AR, iOS and Windows.
- 3ds Max and Substance Painter for the creation of photo-realistic XR game ready assets. Pixyz for abnormally high poly model retopology (converted CAD).
- Lead videographer, using Premiere, for standing up internal and external customer demos. Multiple videos published on Lockheed Martin's YouTube channels.
- C# programming done in Visual Studio for Unity application development.

3D Modeler
Institute for Simulation and Training | Orlando, Fl   06/2016 – 02/2017
3D Artist

- Scene lookdev, animation and modeling done in both Maya and 3ds Max. Maya used primarily for UVing and rendering in Mental Ray.
- Main development was focused on CNA (Certified Nursing Assistant) training courses.
- Texturing done in Photoshop.

Graduate Research Assistant
University of Central Florida | Orlando, Fl   04/2016 – 07/2016
3D Artist

- SVAD lab 3D developer focused on a full "Orange Boxing" environment layout system for beginners to the Level Design world.
- Created low poly world scale models with custom collision in Maya 2016.
- Daily use of Maya 2016 for models, Substance Painter and Photoshop for texturing, Headus UVLayout for UVing and Unreal Engine 4.11 and Unity 5.3.4f1 for displaying and interacting with objects.

3D Modeler | Co-Founder
302 Interactive | Orlando, Fl   06/2014 – 02/2017
3D Artist

- Developed games including Nighthawks for IGF 2015, SpitFire featured at Orlando Indienomicon and art direction assistance for "The Commission" that was greenlit on Steam.
- Daily use of 3ds Max, Maya and ZBrush for modeling, Substance Painter / Designer and Photoshop for texturing, UVLayout for UVing and XNormal for baking high poly to low poly models.