

3D environment creation, lighting and texturing.

Shaders and programming for innovative workflows.

Traditional fine arts skills (Bachelor of Fine Arts).

SKILLS & SOFTWARE PROFICIENCY

TECH + ART. Unreal Engine, Unity, HLSL, Houdini

Developing solutions for environment art. Programming shaders for advanced texturing, non-standard surfaces, special effects. Supporting artists with plugins and tools. Designing pipelines for efficient teamwork. Teaching Unreal Engine through video tutorials – <https://youtube.com/c/TechArtAid>

ENVIRONMENT ART. Tools: Unreal Engine, Unity, Blender

Creating 3D environments for games – design, texturing, lighting and optimisation.
Leading teams of 4-5 artists.

TEXTURING. Tools: Substance Designer, Substance Painter, Photoshop

Creating textures in both painterly and realistic styles, including procedural workflows.

PROGRAMMING. Python, PySide (Qt), Unreal Blueprints, C++ basics

Developing plugins and standalone tools, with focus on stability and intuitive interface.

PROFESSIONAL EXPERIENCE

CD PROJEKT RED. October 2017 – present

Technical Artist

Working on a triple-A title. Tools, pipelines, interdisciplinary work.

TATE MULTIMEDIA. February 2017 – September 2017

Environment Artist

Worked on a console project in Unreal Engine 4. Created environment materials in Substance Designer and Painter. Modelled environment sets. Technical artist duties: optimization, graphics profiling, developing shaders (materials). Maintained documentation for art team.

3DE. January 2016 – January 2017

Render Artist

Created and rendered environments in Houdini. Developed shaders, procedural generation solutions. Programmed standalone Python tools.

TOMORROW. December 2014 – December 2015

Senior 3D Artist

Lead a team of 4 artists. Designed, modelled and textured PBR environments for Oculus VR. Did lighting, optimisation in most of the scenes. Programmed shaders in HLSL.

QUBICGAMES. September 2010 – December 2014

Environment Artist, Lead Level Designer

Worked on level art direction, texturing and lighting. Designed and programmed plugins for Blender – including the level creation toolkit for Air Race series. Helped artists to achieve high asset quality and to optimise for each platform. Shipped 6 games in total.

EDUCATION

I have a strong foundation in traditional techniques.

2011 – 2016	Warsaw School of Arts. Bachelor of Fine Arts
2008 – 2010	High School of Fine Arts in Krakow. Diploma in Visual Advertising
2006 – 2008	High School of Fine Arts in Warsaw

LANGUAGES

Polish – Native

English – Fluent