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Hello! I am a 3D modeler, graphic artist and game developer with a strong passion for art, design, and games.

Education

2016 Bachelor degree in 3d animation and games from Middlesex University in London

- Modules:
- 2d animation
 - Life drawing, anatomy, digital painting
 - 3d modeling and texturing
 - 3d animation and movies
 - Design and architecture

Skills



Photoshop Premiere After Effects Illustrator



Substance 3ds Max Zbrush Keyshot

Work Experience

bodyswaps
2022

3d generalist
Production of 3D buildings and assets based on real-life references. Subsequently, I was tasked with integrating them into a game environment and recreate real cities.

VIGOR
2018-2019

3d generalist
- 3d modeling and texturing
My main responsibility was a production of functional 3d assets which were implemented into a game.

Bohemia Interactive
2016-2019

100% Slovak

Enironment artist
Creation of realistic-looking environments imported and baked in Unity for VR simulation, with a focus on soft skills training.


SCS SOFTWARE
2019-2020

3d Character artist
I joined the project during its final stage, primarily concentrating on finalizing characters and their equipment to ensure the completion of the game.d be released in time.

DAYZ
2016-2018

During my two years of employment, I participated in three major game projects: DayZ, Survivor Gamez, and Vigo.

85% English