

Viktor Zics

Environment Artist

Portfolio: www.viktorzics.com

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Location: Middlesbrough, UK (willing to relocate)

Education

BA (Hons) Computer Games Art (2005-2008), University of Teesside

Experience

Game Art Related

2008 Project Reality Mod: Created a statue for this Battlefield 2 Mod
I was working with the project lead following engine and art specific guidelines and sorting out engine related issues.

Other

2005 IT System Supervisor, IBM Global Services, Hungary
As part of a small team I was responsible for performing regular system administrator tasks and identifying and preventing application failures.

Skills

Game Art Specific

- Modeling – Ability to create efficient lowpoly and clean highpoly meshes. Sculpting/detailing in Zbrush.
- Texturing – Ability to create both stylistic and realistic high quality textures by hand or photo sources. Efficient unwrapping of both organic and mechanical meshes. Experience with baking clean maps and painting greyscale textures to convert into normal maps.
- Shaders & lighting – Ability to create shaders in game engines. Setting up lighting keeping colour theory and composition in mind to make for a compelling scene that tells a story and evokes emotion.

General

- Team player
- Self-motivated
- Traditional skills

- Attention to detail

Program Experience

- Extensive knowledge of the following softwares:

Autodesk 3ds Max (with Polyboost) * Adobe Photoshop * Zbrush 3.1

- Smaller applications:

Crazybump * xNormal * Autodesk Mudbox * Topogun etc.

- Experience working with game engines:

Unreal Engine 3 and CryEngine 2