



KACPER TRZECKI

Character Artist

PROFILE

From an early age, especially moving to the UK, my appreciation and fascination into the Animation culture grew. Inspiring me into further education. I am now ready to delve into my career and shape the Game design world. With profound experience and excitement for Character Design, and new innovative ideas, I look forward to my next step.

CONTACT

PHONE NUMBER:
07367344987

EMAIL ADDRESS:
Kacper.international@gmail.com

EDUCATION

University of Hertfordshire

2015 - 2021

Bachelor of Arts – 3D Animation Game Design

Henlley College

2013 - 2015

Extended Diploma – Game Design

PROJECTS

Final Year Project

Feb 2021 -May 2021

“Dead Crusade” initial idea was forged by the combination of two projects. Even though this cut the timeframe for completion shorter, it meant collaborating with another exceptional artist to create something to be proud of. Due to time-management and passion, the work was completed on time and to a professional standard. While this project showcases my abilities, and attention to detail, it also gave me the experience in teamwork and team management.

The Rookies Competition

December 2020

The competition for aspiring 3D artists was a chance to express my artistic talents, by designing, creating, and presenting a character, within a month. All with a very limited brief. This gave me freedom in my choice of work, as well as excite my competitive nature. “The Lord of the Damned” illustrated in my portfolio.

Personal Project

“The Book of Monsters”

Combining my adept nature in research and love for fantastic creatures, created the idea of joining literature with my designs to compare folklore to current representations in various pop culture. This adds to my depth of understanding media and research whilst also harnessing my creativity.

WEBSITE

https://kacperwtrzecki.github.io/Portfolio/?fbclid=IwAR0mgBqUucVIOyiMEHjr6u4Doz8EIPg-z4ImrjcU00N31qr_EvTeVW831sk

LinkedIn

https://www.linkedin.com/in/kacper-trzecki-4a0a57a6/?originalSubdomain=uk&original_referer=https%3A%2F%2Ffacebook.com%2F&fbclid=IwAR3ZJx-R3HoG-A4bFLJlhZ5ZSHJv5FRCH0ZnCctHeViZJa4K7EdZUc7gd_A

ARTSTATION

https://www.artstation.com/kacper_trzecki?fbclid=IwAR21IqTybi4vlvaFQ3irrXgfZ8IJ4gboO84frM5xtIUJ1ZTugDzsYtCpVMQ

SKILLS

SOFTWARE

- ✓ Maya
- ✓ ZBrush
- ✓ Photoshop
- ✓ Unreal Engine 4
- ✓ Substance Painter/Designer

TECHNIQUES

- ✓ Low/High Poly Models
- ✓ 3D Sculpting
- ✓ UV Unwrapping
- ✓ Baking 4K Textures
- ✓ Creating Textures
- ✓ Game Engine ready Props
- ✓ Anatomical Designs
- ✓ Concept Sketching
- ✓ Previsualization

FUTURE GOALS

- Create my own conceptual designs for new games
- To be in charge of a project, and lead fellow designers
- Broaden my skills as an artist
- Improve my knowledge and application of software
- Inspire the new generation of 3D artists
- New generation of game design concepts, to keep in with the current generation trends
- Reinvent old folklore/literature into realistic new concepts
- Highlight the fantasy genre, for a broader audience
- Work alongside other great artists in a professional creative environment