MICHAEL ULINIARZ

3D Artist

- Poland, Katowice
- michael.czech01@gmail.com
- in https://www.linkedin.com/in/michal-uliniarz-czech/

SKILLS

- 3D Art Design
- 3D Animation
- 2D Art Design
- Texture Design
- Adobe Photoshop
- Blender 3D
- ZBrush
- Unity
- Unreal
- Substance Painter
- Substance Designer
- Substance Sampler
- Perforce
- Effective in teamwork

LANGUAGES

- ENGLISH
- POLISH

EDUCATION

IT Technician
Śląskie Techniczne Zakłady Naukowe
2013 - 2017

Bachelor of Arts - Virtual Reality And Game Design
WSTI
2017 - 2021

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WORK EXPERIENCE

Jul 2022 - Jan 2024

3D Artist
Glivi Games

- Handled short-timeline, fast-paced projects with ease to consistently meet project demands
- Followed storyboards and concept art to create 3D versions of desired components
- Worked within **ZBrush** and **Blender 3D** to create and animate models
- Used **Substance Sampler**, **Substance Designer** and **Substance Painter** to create textures for various models
- Utilized abilities in **Photoshop** and **Krita** to edit and enhance Textures
- Created Shaders in **UE5** for customizable objects
- Made Vertex Animation Textures in **Houdini**
- Know how to use version control software, like **Perforce**
- Managed time and work order in **GitHub Roadmaps** and **Trello**
- Used **Miro** as concept art and ideas board
- Know Blender 3D addons such as: **Texel Density**, **UVpackmaster**, **Simplebake**, **RetopoFlow**

ABOUT ME

Creative and versatile 3D artist with a passion for bringing imaginative concepts to life through a combination of 3D art design, animation, and 2D art design. Proficient in 3D and texture design using tools like Adobe Photoshop, Blender 3D, ZBrush, Substance Painter, Substance Designer, and Substance Sampler. Adept at navigating Unity and Unreal engine.

My skill set encompasses a wide range of artistic tools and software, including proficiency in Perforce for efficient version control. With a keen eye for detail and a commitment to delivering high-quality work, I thrive in collaborative environments and am highly effective in teamwork.

Whether crafting intricate 3D models, animating dynamic scenes, or designing compelling textures, I bring a combination of technical expertise and artistic flair to every project. Eager to contribute my skills and passion for 3D art to a dynamic team dedicated to pushing the boundaries of visual storytelling and interactive experiences.