

Radim Jelínek

3D Game Environment Artist

INTRODUCTION

Enthusiastic and team-oriented Game Environment Artist with six years of experience and a passion for architecture in games. Specialities include modular asset creation, PBR, historical architecture, real-time rendering, and procedural workflows. Experienced in close collaboration with small and medium-sized teams.

EXPERIENCE

Assetbomb, Remote – 3D Material and Shader Artist

2024 - 2025 | Fulltime

Created 20+ procedural materials, complex shaders, and several assets for environments.

Developed a comprehensive Material Layering System (MLS), that is utilized on majority of assets in the scene and enabled quick customization for both developers and designers.

Collaborated with other artists, helped define workflows, and contributed to an Art Bible.

Volcanoids s.r.o, Czechia – 3D Game Artist

2019 - 2024 | Contract

Produced over 50 various models, from small props to player items and hero models. Additionally, prototyped environment kits and shaders.

Collaborated with other artists and designers on delivering visually coherent and interesting assets.

Iterated on assets throughout the stages, and requested and applied feedback.

Documented progress with Jira, Click-up and Notion.

EDUCATION

Breda University of Applied Sciences, the Netherlands – Exchange

2022 - 2023

Cologne Game Lab, Germany – Game Arts Bachelor

2020 - 2024

Stockholm, Sweden

jobs@jelrad.com

www.artstation.com/jelrad

www.jelrad.com

SOFTWARE

Blender

Rizom UV

Substance Painter / Designer

Zbrush

Marvelous Designer

Speed Tree

Photoshop / Affinity Designer

Unity / Unreal Engine

Jira / Clickup / Notion /
Obsidian

OTHER

Best Board Game Winner

Game & Mod Jam “Auswärtig
gespielt” 2023

3 Games on Steam

1 EA, 1 Full Release, and

1 Workshop Board Game

Bafta Student Game Awards

Steam Game Longlisted

LANGUAGES

Czech (Native)

English (Business fluent)

German (Pre-Intermediate)