

Radim Jelínek

3D Game Environment Artist

INTRODUCTION

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

EXPERIENCE

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

2019 - 2024 | Freelance

Produced over 50 various models, from small props to equipable items and hero models.

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

Skate of Mind s.r.o, Czechia – *3D Artist*

2019, 2023 | Freelance

Sole artist responsible for the creation of life-like 3D products for an online store and an AR app.

Drafting out and development of an Automated Image Processor for an E-shop.

Processed hundreds of various marketing images and animations.

EDUCATION

Breda University of Applied Sciences, Breda, NL – *Exchange*

2022 - 2023

Cologne Game Lab, Cologne, DE – *Game Arts Bachelor*

2020 - 2024

Stockholm, Sweden

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SOFTWARE

Blender

Rizom UV

Substance Painter

Substance Designer

Zbrush

Marvelous Designer

Speed Tree

Affinity Designer

Photoshop

Unreal Engine

Unity

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)