Radim Jelínek

3D Game Environment Artist

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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.

PROFESSIONAL EXPERIENCE

Assetbomb   2024–2025 | Full-time
3D Material and Shader Artist

- Created 20+ procedural materials, complex shaders, and several models 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   2019–2024 | Contract
3D Game Artist

- Produced over 50 various models, from small props to player items and hero assets. 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.

Skate of Mind (Craness.cz)   2019–2023 | Contract
Product Visualizations and AR, 3D Artist

- Developed a scalable pipeline for product shots for an online store, producing visuals for 100+ products and variants.
- Integrated 2D and 3D pipelines into a cohesive, visually consistent style.
- Conducted independent R&D on the production pipeline.
- Supported the team with AR implementation and created all AR-optimized 3D models.

Flash Mobility   2018–2019 | Contract
Visual Designer and 3D Artist

- Created high-definition 3D product models for rendering and promotional use.
- Used offline rendering pipelines and the Arnold renderer to deliver production-ready stills for the team.
- Final renders were used by an advertising company for compositing into campaigns.

EDUCATION

Breda University of Applied Sciences, the Netherlands – *Exchange*
Cologne Game Lab, Germany – *Game Arts Bachelor*

SOFTWARE

Blender | Rizom UV | Substance Painter/Designer | Zbrush | Marvelous Designer | Speed Tree | Photoshop | Affinity Designer | Unity | Unreal Engine | Jira | Clickup | Notion | Obsidian | Github | Bitbucket

OTHER

3 Games on Steam | Bafta Student Game Awards Longlisted | Best Board Game Winner (Auswärtsspiel)

LANGUAGES

Czech (Native) | English (Business fluent) | German (Pre-Intermediate)