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, complex 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.

Skate of Mind s.r.o (Craness.cz), Czechia – *Product Visualizations and AR, 3D Artist*

2019 - 2023 | Contract

- 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.

Stockholm, Sweden

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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)

Flash Mobility, Czechia – *Visual Designer and 3D Artist*

2018 - 2019| Contract

- 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*