

# Radim Jelínek

## 3D Game Environment Artist

Stockholm, Sweden

[jobs@jelrad.com](mailto:jobs@jelrad.com)  
[www.artstation.com/jelrad](http://www.artstation.com/jelrad)  
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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.

## SOFTWARE

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

## 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.

## 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

## EDUCATION

### Breda University of Applied Sciences, the Netherlands – Exchange

2022 - 2023

### Cologne Game Lab, Germany – Game Arts Bachelor

2020 - 2024

## LANGUAGES

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