

Radim Jelínek

Aspiring Environment/Technical artist



WORK EXPERIENCE

Volcanoid s.r.o — 3D Artist,

Jul 2019 - Present, Freelance

Retopology, Mesh optimization and UV's for an indie game project.

Skate of Mind s.r.o — 3D Artist

Jul 2019 - Dec 2019, Freelance

Responsible for the creation of life-like 3D models based on existing products for Augmented Reality (AR)

Flash mobility — Motion Designer

Oct 2018 - Oct 2019, Freelance

I was responsible for optimizing, texturing and rendering products.

EDUCATION

Soukromá vyšší odborná škola grafická a Střední umělecká škola grafická, s.r.o — DiS

Sep 2019 - Present (May 2021)

Higher vocational school, Full Time student, *Multimedia production (focused on game development)*

High School and College of Applied Cybernetics s.r.o — High school diploma

Sep 2015 - May 2019

Full Time highschool student, *Multimedia production* course

OTHER

Animation instructor at festivals of animated film (Anifilm, CZ; Jicin Mesto Pohadky, CZ)

2017, 2018

Taught children how to make short animated films in Adobe Animate

CONTACT

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SKILLS

Adobe

Photoshop
Flash/Animate
Indesign
Premiere
After Effects

Affinity Designer
Autodesk 3Ds Max
Arnold
Substance Painter
Unity

C# intermediate
HTML/CSS intermediate
ECDL Certificate

LANGUAGES

Czech (Native)
English (Fluent)
German (Beginner)