



MACIEJ SIEMOŃSKI

3D artist

EXPERIENCE

Sept. 2022 - now

Gamedust: 3D Artist

- production of VR games "Yupitergrad 2", „Gas Station Simulator VR” , „Freedom Pilot” (vertical slice)
- concept creation / production of environment and assets
- basic animations
- working on Blender, Substance Painter and Unity

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Dec. 2020 - Sept. 2022

HardCodeWay(Gaming Factory): 3D Character and Environment Artist

- production of strategy/city builder PC game (Siege of Irdor, not released/Steam)
- concept creation and production of game characters: modelling, texturing, rigging
- environment creation (buildings and world elements)
- basic animations of characters and environment
- working on Maya and Substance Painter

Jan. 2020 - Jul. 2020

Silesia Games, Leonardo Games: Freelancing 3D Character and Environment Artist

- modelling, rigging, skinning, clothing (Zbrush, Maya, Substance Painter)

Jan. 2019 - Dec. 2019

Ancient Forge Studio: Character Artist

- creating characters for turn-based PC game
- modelling, rigging, skinning, clothing (Zbrush, Maya, Substance Painter)

Released games:

Glorious Companions (Ancient Forge Studio) PC / Steam

Yupitergrad 2 (Gamedust) Oculus Quest, PC / MetaStore, Steam

SKILLS

High/low poly modelling, texturing, rigging, skinning, basic animation, working in Unity environment
Junior skills in HLSL shader programming and shader graph, sculpting , lighting.

Traditional art skills (draw/painting)

Knowledge of Blender, Maya, Substance Painter, Zbrush, Photoshop, Corel.

Engines: Unity, Unreal (learning)

Language: Polish (native), English - very good

EDUCATION

Academy Of Fine Arts, Gdańsk
B.A. degree in Artistic Education

























