

KONRAD ZIOMEK

VIDEO GAME ARTIST

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GAME DEVELOPMENT EXPERIENCE

CD PROJEKT RED (Oct 2014 – Present)

Project: The Witcher 3: Wild Hunt

Platforms: PC, PS4, XBOX ONE

Position: VFX Artist

11 BIT STUDIOS (Feb 2010 – June 2014)

Project: Anomaly Defenders

Platforms: PC, mobile

Position: Lead Artist, 3D & Level Artist, VFX Artist

Project: Anomaly 2

Platforms: PC, PS4, mobile

Position: Lead Artist, 3D & Level Artist, VFX Artist

Project: Anomaly Korea

Platforms: mobile

Position: Additional 3D & Level Artist

Project: Anomaly: Warzone Earth

Platforms: PC, PS3, XBOX 360, mobile

Position: 3D & Level Artist

SKILLS

- 3ds max (advanced), XSI (advanced), Photoshop (advanced), 11 bit studios' engine (advanced), REDengine, Unity (basic), CryEngine (basic)
- complete level art creation (general idea for a scene, assets modeling and texturing, scene assembling, lighting, post-processing)
- creating visual effects for real-time game engine
- optimization and performance tweaks
- creating and maintaining art production plan and time-line

EDUCATION

- History of Art at the Cardinal Stefan Wyszyński University in Warsaw (2005 – 2011)
- 3D Graphics at the Academy of Computer Techniques in Poznań (2004 –2005)

INTERESTS

story driven video games, nature and cityscape photography, independent traveling, contemporary film