

KACPER NIEPOKÓLCZYCKI

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PROFILE Environment artist with over 5 years of experience. Worked as environment artist on three AAA shipped titles for major consoles and PC. Also worked on smaller titles. Responsible for creating high detailed, optimized 3d objects to be used in a game. Enjoying level art, taking basic block outs to the next level. Loving video games since young years and very passionate about it.

SKILLS

- Creating high detailed 3d objects for games
- Retopology, from high to low poly objects
- Creating textures
- Creating rich game environments
- Quality assurance, game testing
- Level art, composition and lighting
- Photoscanning, creating photorealistic meshes and textures using digital photos
- Optimization - meshes, textures and whole game environments

SOFTWARE

- Unreal Engine 3/4 (experienced)
- Red Engine 3 (experienced)
- CryEngine 3 (intermediate)
- Adobe Photoshop (experienced)
- Autodesk MAYA (experienced)
- Autodesk 3DS Max (basics)
- Pixologic Zbrush (intermediate)
- Substance Tools (basics)

EXPERIENCE

Environment Artist, Level Artist - **Cyberpunk 2077 (TBA)**

- environment art team coordinator
- TBA

Environment Artist, Level Artist – **The Witcher 3: Wild Hunt - Blood and Wine Expansion Pack (PC, PS4, XBONE)**

February 2015 – May 2016, CD Projekt RED

- environment art team coordinator
- close cooperation with many teams
- creating city of Beauclair, mostly level art, but also level design
- creating few assets and materials
- debugging and optimizing game

Environment Artist, Level Artist – **The Witcher 3: Wild Hunt (PC, PS4, XBONE)**

May 2014 – May 2015, CD Projekt RED

- working on existing blockouts and taking it to the final stage
- creating small blockouts, polish it to the final stage
- designing environments to fit a proper feel and mood
- optimizing houses for Novigrad City

Environment Artist – **Get Even** (TBA)

September 2013 – May 2014, The Farm 51

- TBA

Environment Artist – **Deadfall Adventures** (PC, XBOX 360)

June 2011 – July 2013 (nine months break, while working on the Painkiller project), The Farm 51

- creating high detailed objects, based on concepts or references
- optimizing objects for consoles needs
- creating photorealistic textures

Environment Artist – **Painkiller: Hell and Damnation** (PC, XBOX 360, PS3)

January 2012 - September 2012, The Farm 51

- creating high detailed objects, based on original Painkiller concepts or designing new object fitting the game feel
- optimizing objects for consoles needs
- creating photorealistic textures

Additional 3d artist – **9 Clues 2: The Ward** (PC)

May - June 2013, Tap It Games

- Creating sculpted objects, used for creating environments overpainted by 2d artist

Additional QA – **Iron Sky: Invasion** (PC, XBOX 360, PS3)

October 2011, Reality Pump

- Play testing beta version of the game, trying to find as much bugs and problems as possible

EDUCATION

Jagiellonian University (European Games Academy)

Specialization: 3d modeling and animation, graduated 2012

Jagiellonian University

Specialization: applied computer science, graduated 2010

Pedagogical University in Kraków

Specialization: computer science teacher, graduated 2006

LANGUAGES

Polish (native language)

English (fluent speaker and writer)

HOBBIES

video games, movies, music, sport