

**Address**

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I am an artist specializing in modeling and texturing, with proficiency in a wide range of 3D applications, game engines, and animation. In my previous work as a designer, I was introduced to 3D through texturing. Since then I have refocused on 3D production, with several years of experience working in the game industry as a 2D/3D Artist. I graduated from Gnomon School of Visual Effects in September 2018.

EXPERIENCE AND EDUCATION

**3D Artist**

GNOMON School of Visual Effects (Hollywood, USA)

August 2016 - September 2018

Completion of the Digital Production for Entertainment Program

**3D Artist**

Bohemia Interactive (Prague, Czech Republic)

June 2013 - September 2015

First professional experiences with 3D. I was responsible for creating high quality game assets. This included wide range of tasks from modeling, texturing, asset baking, UVs, to final implementation into the game engine.

Projects: **DayZ, ArmA 3, Take on Mars****Steam Workshop Contributor**

Valve Corporation

June 2012 - September 2013

Contributor of ingame items to Steam Workshop for one of the most popular games in the World. Millions of items sold.

Projects: **Counter-Strike: Global Offensive, DOTA 2**

SKILLS AND TOOLS

Tools

Autodesk Maya, ZBrush, Substance Painter, Substance Designer, Adobe Photoshop, Marmoset Toolbag, Mari, Quixel Suite, Headus UV Layout, Marvelous Designer, World Machine, xNormal, SpeedTree, V-Ray, Unreal 4

Skills

My primary skills are in modeling and texturing, furthermore a wide range of different skillsets such as animation, VFX for games, lookdev and basics of traditional art.