



Kamil Muszynski

3D Artist

Contact

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Education

The Illinois Institute of Art - Schaumburg
Bachelor of Fine Arts in Game Art & Design

Program Experience

■ 3Ds Max ■ Illustrator ■ Mudbox ■ After Effects ■ Source
■ Photoshop ■ Zbrush ■ Flash ■ UDK

Skills

■ 3D Modeling ■ Rigging ■ 2D Animation ■ Importing into Source
■ 3D Sculpting ■ Prototyping ■ Action Script 2/3 ■ Exporting into Source
■ Unwrapping ■ Concept art ■ Importing into UDK
■ Texture Baking ■ Storyboarding ■ Exporting into UDK
■ Texture Painting ■ 3D Animation ■ Particle Creation

Work Experience

Online Freelance: Model creation, extraction, importing, conversion and rigging into the source game engine; 2011-Present

Mod Experience

Debauchery: Lead Level Designer/Prop Artist; 2009-2010
Project Oblivion: Level Designer; 2007
Violent Evolution: Level Designer; 2005-2006
Opposing Forces 2: 3d Asset Artist; 2012-Present