



# 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