



Kamil Muszynski

Senior Technical Environment Artist

Contact

☎ 1-847-921-8847

✉ km-cube.com

Education

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

Program Experience

- 3Ds Max
- Photoshop
- Perforce
- Hammer
- Substance painter
- Zbrush
- Mudbox
- Flash
- After Effects
- UE4/5
- Speed Tree
- World Machine

Skills

- 3D Modeling
- UV Unwrapping
- Texture Baking
- Texture Painting
- Rigging
- Prototyping
- 3D/ 2D Animation
- Action Script 2/3
- Source 1/2
- UE5/4/3
- Particle Creation
- Material Creation
- Blue Prints
- Widget Creation
- Level Lighting
- Level Creation
- Cinematics
- Game Logic
- Concepting
- Jira
- UI scripting
- Perf Profiling
- Level Design
- Terrein Painting

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; 2012-2014

Work Experience

InContext Solution : 3d Artist ; 2012

Day 1 Studios : Environment Artist ; 2012-2013

Wargaming Chicago : Artist ; 2013-2021

Wargaming Chicago : Sr Technical Environment Artist ; 2021- Present