

KONRAD BIALOWAS

Environment Artist

EXPERIENCE

MOOV Ltd, London — *Environment Artist*

SEPTEMBER 2018 - PRESENT

- Concepting, modelling, texturing and lighting of modular sets using Unreal Engine for TV and film.
- High/low poly modelling of assets with unique textures.
- Material generation using Substance Designer and Quixel Mixer
- Creation of shaders and master materials within Unreal Engine.
- Collection of reference and mood board creation in accordance with client requirement and aesthetic.
- Ensuring that scenes are highly performant through material optimization and LOD creation for meshes.
- Working with a team to set up equipment on site, to deliver a virtual set solution in the UK and abroad.

SEGA, London — *LQA Tester*

MARCH 2018 - SEPTEMBER 2018

- Responsible for identifying translation bugs in several AAA titles.
- Used bug reporting software such as Jira and Redmine to track bugs.
- Required to complete daily reports on the progress and status of certain bugs.

Quiqup, London — *Customer Service Specialist*

MARCH 2017 - MARCH 2018

- Responsible for dealing with customer complaints and bug reports.
- Co-operating and providing feedback to the development team to improve the application.

EDUCATION

Middlesex University - *3D Animation & Games*

2015 - 2018, LONDON

Graduated with a First Class Honours BA - Final Project: Słowo - A Walking Simulator set in a fantasy Slavic world.

Richmond Upon Thames College - *A Level Photography, Business & Graphic Communication*

2013 - 2015, LONDON

A* - Business, B - Graphic Design, B - Photography

SKILLS

- High-poly modelling workflows
- Modular asset creation
- Shader creation in UE4
- PBR Material creation and texturing
- Lighting and set dressing
- Project tracking and management

SOFTWARE

- Autodesk Maya
- Unreal Engine 4 / Basic Blueprint Knowledge
- Substance Suite / Quixel Mixer
- Adobe Photoshop
- ZBrush