

Curriculum Vitae

Personal details

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Employment history

- 03.2014 – till now** **Artifex Mundi, Katowice, Poland – 3d Artist**
- Bladebound** – mobiles
 Level art, setting quality standards, performance, mentoring less experienced artists
- 11.2012 – 12.2013** **Microsoft Rare, Twycross, UK - environment artist**
- Kinect Sports Rivals** – Xbox One; Microsoft
 Working on the launch title. Building up levels, prototyping meshes and PBR materials.
- 04.2008 – 11.2012** **Blitz Games Studios, Leamington Spa, UK - environment artist**
- Epic Mickey 2: The Power of Two** - X360, PS3, Wii; Junction Point, Disney
 Setting up quality standards for sub-contractors, feedback for outsourcers
 Building, polishing and lighting levels.
- Puss in Boots** - X360 Kinect, PS3 Move, Wii; THQ, Dreamworks
 Level art, sculpting, modelling, texturing, lighting, performance, Wii conversion.
 Creating references for outsourcers, testing new engine features specific to my level.
- The Biggest Loser: Ultimate Workout** - X360 Kinect, Wii; THQ
 Helping to build and polish some of the levels.
- Dead to Rights: Retribution DLC** - X360, PS3; Namco Bandai
 Collaborative work on a new level and gameplay. Mainly editor work and lighting, but included creation of new assets and textures.
- Dead to Rights: Retribution** - X360, PS3; Namco Bandai
 Responsible for the visual side of one level and helping with others. Creating modular assets with textures, LOD's and collisions, building in editor, lighting, placing FX, optimization and bug fixing.
 The style of the game was inspired by art deco, and I had the opportunity to build the architecture to follow and match that style, without directly copying any specific realisations.
- 01.2006 – 03.2008** **Freemind, Kraków, Poland - 3d artist**
- FIM Speedway Grand Prix 3** - PC, Techland,
 character modelling, high, low poly, textures, animation, level art
- 06.2007 – 03.2008**

- 05.2006 – 05.2007 **The Witcher** – PC; CD Projekt
 Outsource: creating assets: modelling, texturing
- 01.2006 – 06.2006 **FIM Speedway Grand Prix 2** – PC, Techland
 level art, character textures, animation
- 01.2006 – 10.2006 **Battle over Europe** – PS2, Midas Interactive Entertainment
 level art & design, modelling & textures

Professional skills

- key attributes:** 10+ years of experience, working on different types of games, styles and technologies.
 Good knowledge of the whole process of level creation from scratch to very end.
 Highly motivated and dedicated to work.
 Good feeling for architecture and organic shapes.
 Very keen on solving problems, always looking for new, more efficient ways of working.
- software used:** **Maya, 3ds MAX, Photoshop, Zbrush, Substance Painter & Designer, basic scripting in Python, MEL and maxscript**
Engines: Unity, Rare Engine, BlitzTech, Gamebryo, Chrome Engine, UE4
- known languages:** **Polish** - native
English - fluent
French – good
Spanish - basic

Education

- 2003 – 4 semesters** **University of Wrocław**
 Faculty of Historical and Pedagogical Sciences,
 Cultural Studies
- 1999 – 5 semesters** **Wrocław University of Technology**
 Faculty of Environmental Technology
- 1997 – 3 semesters** **Wrocław University of Technology**
 Faculty of Fundamental Problems of Technology
 Physics

Hobbies passion for 3D as general, video games, reading, trekking, climbing, skiing, travelling, motorcycles