

Grzegorz Wisniewski – Lead Artist

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Personal Statement

Video games are my passion, as well as my profession. 17 years working as a video game artist and I am more passionate than ever. I'm always looking to improve my skills in an ever evolving industry and I continue to dedicate time to work on personal projects. Being able to work on what I enjoy is the best motivation I can imagine.

Professional Experience

Lead Artist at Sumo Digital

(2016 – present)

Hitman Season 1: Colorado, Square Enix, IO Interactive (2017)

- Responsible for art direction on daily basis and all aspect of planning, scheduling and executing of art production
- Managed team of 11 in-house artists (all levels) and 2 outsource teams, including daily reviews, briefs,
- Art lead for team of two concept artists working together with Art Director on detailed art vision
- Created relevant documentation, visual benchmarks for prop placement and storytelling, bi-weekly best work examples based on recent reviews
- Point of contact between design and art departments, heavily involved in designing level, back story, targets and level layout
- Feedback for internal team, concept art department, outsource props and architectural elements
- Client communication and milestone presentations/reports
- Assisted with companywide recruitment and hiring, carrier progression for art team
- Making games is endlessly challenging and rewarding

Senior Artist at Playground Games

(2013 – 2016)

Forza Horizon 2, Microsoft

Forza Horizon 2 Storm Island (DLC), Microsoft

Forza Horizon 2 meets Fast & Furious 7 (DLC), Microsoft

- In pre-production I worked on evaluating environment pipelines and workflow development prototyping new city block modeling and texturing methods with the aim of setting the benchmark for 'next gen' racing titles, fully utilizing physically-based rendering (PBR) workflow.
- Art owner of half the Nice level - the biggest city in Forza 2 world (approx. 2500 buildings). Responsible for all aspects of city whitebox creation. As well as example hero areas, photogrammetry rock features, prop examples and detailed asset/workflow briefs for all other areas.

- Working with real world elevation data, height maps and satellite imagery
- Working very closely with Design and Art director to define the visual identity of the stage.
- Providing detailed briefs and reviewing outsource work.
- Scheduling tasks for an onsite group of outsource artists. Providing artistic and technical feedback for the delivery of final quality assets, buildings integration, props compositions and bug fixing.

Artist at Eurocom Entertainment Software

(2011 – 2012)

James Bond: 007 Legends, *Activision*,
GoldenEye 007 Reloaded, *Activision*,

- Full art ownership of Biodome, Breeders and half of Dubai level.
- Taking areas from whitebox to final quality, composing and dressing environment scenes
- Modeled and textured environments and props from references and concepts
- Working closely with the engineering department to ensure the product specification can be met
- Optimizing for performance

Artist at Bizarre Creations

(2009 – 2011)

Blur 2 - *Activision*,
James Bond 007 - Blood Stone, *Activision*,

- Architectural and organic modeling and texturing for several levels
- Created objects and architecture pieces within the given time constraints to the specified poly/texture budgets using custom textures and tiling textures
- Working close with Lead Artist to design and form the vision of the level

Artist at Eurocom Entertainment Software

(2006 – 2009)

Vancouver 2010, *SEGA*
Beijing 2008, *SEGA*

- In-game environment work: buildings, UVing, detailing, fully texturing and polishing levels
- Creating objects/buildings/stadiums/signs or anything else that will be seen in the tracks.
- Collaboration with lighting artist. Keeping all elements in budget.

Artist at Reality Pump Studios Poland

(2003 – 2006)

Two Worlds, *SouthPeak Games*
Earth 2160, *Zuxxez Entertainment*
Knight Shift, *Zuxxez Entertainment*

- Responsible for prop modeling/texturing, world building, animated environment assets

Artist at Topware Programy sp. z o.o Poland

(1997 – 2003)

Earth 2150, SEGA
Heli Heroes, Zuxxez Entertainment
World War III: Black Gold, Zuxxez Entertainment
Knights and Merchants, Joymania Developments
Emergency: Fighters for Life, Sixteen Tons Entertainment
Earth 2140, Topware Interactive

- High and low poly modeling, shader creation and texturing of environment buildings, landscapes and props.

Commercial Software Experience

- Expert level: 3dsMax, Maya, Photoshop, Crazybump, Quixel. Xnormal, Lightroom, Simplygon
- Intermediate level: Zbrush, Substance Designer, Adobe Premiere, Adobe AfterFx
- Real-time engines: UE4, Marmoset Toolbag 2
- Photogrammetry software: Agisoft PhotoScan, Acute3d

Key Skills

- Advance knowledge of hard surface and sculpting for game environments
- Strong skills in physical-based rendering pipelines and creation of tillable textures/material blending
- Low poly modeling and re-topology
- Excellent understanding of modular work flow within game asset creation and world building
- Strong understanding of hardware limitations on various platforms
- Positive attitude, self- motivated and creative
- Fast learner at any given program
 - Flexible problem solver that can work with out supervision
 - Open and friendly

Interests and Hobbies

Travel, photography. Active member of online communities: polycount, conceptart cgtalk.

References

References available on request