

Contact Information

Email

paul@thesixtyeight.com

LinkedIn

Artstation

Website

Skills

Production

- Realistic PBR texturing
- Hard surface modeling
- Optimised lowpoly creation
- Baking
- UVs creation
- Sculpting

Design

- 3D concept design
- 2D sketch visualisation

Other

- Ability to work in team environment
- Problem solving
- Feedback skills
- Ability to quickly learn new software

Software

- 3ds Max
- ZBrush
- Moi3D
- Adobe Photoshop
- Substance Painter
- Marmoset Viewer

- Cryengine
- Unreal Engine
- Source Engine

Pavol Humaj

I am a game artist and conceptual designer with 7 years of game industry experience, specializing in hard surface modeling particularly weapons, vehicles, and props. I have a high understanding of realistic texturing and modeling and I always aim for speed, quality, and precision.

Work Experience

Cloud Imperium Games - Star Citizen - Weapons Artist (2014 - 2019)

- Freelance and long term onsite experience
- Responsible for delivering high quality high polygonal game-spec assets - namely weapons, gadgets, and props using "custom normals" workflow
- Experience with 3D sci-fi concept design
- Experience with creation of optimised base meshes, generated LODs, and layered materials
- Understanding of Cryengine and Lumberyard engine workflows, creating materials, importing and setting up scenes for testing and rendering assets

Bohemia Interactive - DayZ - Weapons Artist (2012 - 2014)

- Freelance basis experience
- Responsible for delivering realistic weapon/gadget assets with worn and damaged visual appearance
- implementing final assets with hand crafted LODs into client-provided software

Tripmine Studios - OBM - Weapons Lead, Vehicle and Character Artist (2012-present)

- Offsite work experience
- Responsible for delivering real-world and sci-fi model remakes of original Half-Life: Opposing Force weapons (hard surface and organic), characters, vehicles, textures and props
- Exporting final assets with hand crafted LODs into Source Engine, with creation of custom materials
- Experience with weaponry re-design and visual enhancement

Various

- Short term freelance experience on games including HALO series, Forza Horizon 2, and more
- Active in modding scene - working on many Half-Life 2, S.T.A.L.K.E.R. Call of Prypiat, and Fallout New Vegas mods
- Teaching art to students