

Maciej Caputa

3D artist

Email: artist@mcaputa.com

Website: <http://mcaputa.com>

Mobile: +44 7849610988

overview

Experience artist with 10 years in the games industry, a huge passion for CG art. Who is very flexible in a wide range of software but imagination and creation is my biggest asset. Self-motivated, organised with excellent communication. Very good ability to lead a team and work as part of a team.

Looking for new creative challenges within games and film

skills

- Knowledgeable about video game product development including: high and low poly modelling, texture painting, mapping techniques, UV layout, in-game animation, material setup, layout, lighting, engine parameters/optimisations.
- Excellent low and high poly modelling, sculpting and hard surface modelling skills.
- Excellent texture painting skills.
- Excellent software knowledge: Maya, 3D Studio Max, Z Brush, and Photoshop.
- Very good in traditional techniques as well - painting, drawing, sculpting, graphics
- Ability to manage people, time and resources
- Ability to lead and work as part of a team
- Languages: English, Polish - fluent: professional and conversational

titles I've worked on

- **Kinectimals** now with bear
- **007 James Bond: Blood Stone**
- **The Club**
- **Fuzzy Slaughter** (not published yet)
- **The Kinematograph**
- **Earthsim**

work experience

- **Senior Character/Environment Artist – Full Fat Production** – since August 2013 - current
- **Freelance** – since 2011
- **Environment Artist - Bizarre Creations** (June 2006- February 2011)
- **Character Artist - Qube Software** (2005-2006) – dinosaurs models for “**EARTHSIM**” project
- **Character Aartist - Platige Image** (2005) – build prototype of the doctor character for **The Kinematograph**, short movie of Tomasz Baginski. Awards: Best Film Animag0 2009, KTR 2010
- **3D Artist - SFinX** (2003 - 2005) – outsource modelling, texturing for a game and a movie industries
- **CH Artist/Visualisation - Hostal** (2003 - 2005) – a graphic artist and a furniture designer including making visualisations and presentations
- **CG Artist/Designer - PPB Evolution** (1999 - 2001) – billboard and commercial design

education

- **Fine Arts Academy in Wroclaw** (2002-2005) –**Bachelor of Arts**, curriculum – painting, drawing, sculpting, furniture design, computer graphics, interior design, architecture.
- **Art profile secondary school – PLSP im. Jana Cybisa w Opolu** (1994-1999) curriculum – exhibition design, painting, sculpting, drawing, graphics and many different art and craft disciplines