

# INA TOMECEK

## 3D PROP AND ENVIRONMENT ARTIST

### CONTACT

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### PROFICIENCIES

#### 3D/ART TOOLS

Substance Painter

Substance Designer

Autodesk Maya

Adobe Photoshop

Zbrush

SpeedTree

#### ENGINE

Unreal Engine 4

Unity

#### PROJECT MANAGEMENT

JIRA

Git

### AWARDS

#### GAME OF THE YEAR FINALIST

*The Rookies 2019*

#### PEOPLE'S CHOICE

*Geekend 2019*

#### FINALIST

*Indie Prize 2019*

#### BEST IN SHOW

*SCAD Entelechy 2019*

#### SILVER IN 3D GAMES

*SCAD Entelechy 2019*

#### THUMBS UP AWARD

*SCAD ITGM 2019*

### EDUCATION

SAVANNAH COLLEGE  
OF ART AND DESIGN

BFA - Interactive  
Design and Game  
Development

2016 - 2019

## EXPERIENCE

### GOLD CREEK GAMES September 2022 - Present

2D/3D Artist - *Several Projects currently under NDA*

-Lead artists from a project start to end, working closely with other leads, delegating work, maintaining consistency in style and quality, and giving guidance when needed.

-Designed, modeled, textured, lit and implemented 3D environmental assets in Unity on a variety of projects, always keeping in mind technical requirements, optimization, and deadlines.

-Wore several hats when needed including illustration, UI/UX, concept work, and developing game proposals.

### SHINY SHOE January 2022 - Present

Contract 3D Artist - *InkBound*

-Translated given concept art into game-ready, stylized PBR creature models, weapon props and character cosmetics for Unity.

-Worked remotely, requiring excellent self-direction, time management, and communication based on art director's feedback.

### STUDIO DRYDOCK March 2021 - October 2021

3D Artist - *Wylde Flowers*

-Designed, modeled, and textured environment assets, character and organic props.

- Delivered and implemented assets in Unity to a production-ready state that performed well on PC, mobile and console devices.

-Assisted in levels needing additional set dressing, texture work, bug/lighting/vertex paint fixes and updates.

-When available, worked with a concept artist to translate given art into finished assets.

-Worked remotely from home, requiring good communication and effective time management.

### CODE WORMS SCAD 2018 - 2019

3D Environment & Concept Artist - *Doggone Hungry*

-Worked on a small team to develop and publish a game from beginning to end in 6 months.

-Designed, created and implemented modular environment sets, textures, and set dressing assets in UE4. I helped develop art direction and illustrated concepts when needed.