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STANISŁAW MALC



PROFESSIONAL EXPERIENCE

October 2020 –
At Present

Event Horizon (Gdynia) VFX & Technical Artist

- Visual Effects for skills and environments in Unity
- Shader creation with HLSL and Amplify or Shader Graph (Unreal Engine Material Editors for Unity)
- Rigging and asset implementation
- Game optimization and troubleshooting
- Writing documentation and creating pipelines for artists

September 2020 –
At Present

Duality Games (Warsaw) 3D Generalist

- Level Art and optimization in Unreal Engine
- Hard Surface Modeling
- Writing Shaders in Unreal Engine Material Editor
- Niagara VFX

June 2018 –
September 2020

Nlightn in Production (Sopot) Environmental & Technical Artist

- 3D Asset Creation and optimization for VR environments
- PBR Texturing and Material Creation
- Level and Environmental Art for Virtual Reality
- Programming Shaders in Unreal Material Editor
- Game Design and Visual Scripting with Unreal Blueprints
- Performance optimization for Virtual Reality standards
- Visual Effects and Cinematics Preparation

January 2011 –
June 2018

EASTEND.PL (GDAŃSK) Media and Photography Specialist

- Creative media preparation (advertising videos, web and print advertisement, 360-degree presentation)
- Taking professional product and marketing photos and post-production photography
- Conducting and organization of photo shoots

SKILLS

- 3D Modeling – Blender, Modo, 3Ds Max
- Texturing – Substance Suite, Quixel Suite, Meshroom
- Knowledge of Unreal Engine, Unity
- Programming Shaders and Materials
- Photogrammetry and Photography
- Scripting with Blueprints, C#, Python
- Graphic Design – Photoshop, Affinity Photo, Illustrator, Indesign, CorelDraw, Inkscape, Lightroom, Aftershot Pro
- Video Editing - Premiere Pro, Vegas Pro
- Version Control System - Git, Perforce

FOREIGN LANGUAGES

English:
B2

German:
A1

PERSONALITY TRAITS

HIGH PERSONAL CULTURE
GREAT TIME ORGANIZATION
SELF-CONFIDENCE SELF-CONTROL
CREATIVITY TEAMWORKING
RESPONSIBILITY PATIENCE
ORGANIZATIONAL SENSE

INTERESTS

Programming, New Technologies,
Computer Games, Music, Kendo

NON-COMMERCIAL PROJECTS

January 2017 –
At Present

FALLOUT CASCADIA Props & Environmental Artist

- Hard Surface modeling of new assets
- Texturing new assets in Substance Painter and Photoshop
- Sculpting and retopologizing new assets
- Retexturing and modifying outdated assets
- Asset optimization for Bethesda's Creation Engine

EDUCATION

October 2016 –
June 2019

GDAŃSK SCHOOL OF BANKING

Obtained Bachelor's Degree in Information Technology
Specialization: Multimedia and Computer Graphics

October 2014 –
June 2015

NOVA – EDUCATIONAL CENTRE

Obtained graduation certificate in specialization:
Multimedia computer graphics

October 2012 –
June 2014

TRICITY PHOTOGRAPHIC SCHOOL

Obtained graduation certificate with high marks and
professional accreditation