

# ZSOLT JACKLI

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Date of birth: 10 April 1981

Nationality: Hungarian (EU citizen)

Gender: Male

Marital status: Single



## Profile

With a gameplay come first mindset I create in-game environment/level and assets for games published on multiple platforms including mobile, PC, handheld and current gen. I also have experience in pipelines optimization and mentoring. I am always eager to learn and love working with talented people to create amazing game experiences.

## Work history

### Yoozoo Games/ Bigpoint GmbH

11/2016 – present

Position: 3D Environment Artist/ Level Artist

Working very closely with the Art Director, artists, game designers, software engineers and QA to deliver game engine ready assets and whole levels for mobile game titles. Furthermore I am involved in localization tasks and holding online training workshops.

*Project: Blood Runs Cold (Android/iOS), WeFarm (Android/iOS)*

### Goodgame Studios

3/2016 – 9/2016

Position: 3D Environment/ Level Artist

Working very closely with the Art Director, artists, game designers, software engineers and QA to deliver game engine ready, next-gen hand painted levels for a RPG mobile game. Furthermore I was also responsible to teach and guide interns.

*Project: Heroes Realm (Android/iOS).*

### Rabcat Computer Graphics GmbH

5/2015 – 06/2015

Position: 3D Artist (contract)

I was responsible to create, texture game engine ready, low poly vehicles for AAA game using PBR workflow.

*Project: Blizzard – Overwatch (PC)*

### CAE

7/2013 – 4/2015

Position: Visual database creator

Creating 3D photo-realistic low poly buildings based on architectural blueprints, aerial view images and photo references in order to increase realism and environmental impact within the military training simulator.

Position: Courseware / Graphic designer (contract)

Working closely with the aviation experts of Royal Netherlands Air Force to create complex 3D technical illustrations and animations (with Illustrator and Flash) related to two aircraft types and implement them in the e-Learning lessons. Furthermore I was responsible to make proposals regarding how to develop workflow in order to increase efficiency.

### Laniatus Game Hungary Ltd.

8/2011 – 7/2013

Position: 3D Environment Artist/ Web designer

Working very closely with designers, artists programmers and QA in order to create next-gen low poly environments, assets fitting in the mood, functionality and gameplay featured by MMORPGs. I was also responsible to teach and guide interns and to develop web design for the website of this game.

*Projects: Magic To Master (PC)*

### **3D Brigade Hungary Ltd.**

**5/2008 – 2/2010**

Position: 3D Artist

Working very closely with the Art Director and Technical Supervisors to deliver game engine ready, next-gen photo or hand painted low poly and/or high poly assets, props and scenes.

On the Silent Hill: Shattered Memories game I was responsible to build and texture two levels (Amusement Park, Alchemilla Radio Station Puzzle) together with 4 other artists based on greybox provided by the client.

*Projects: Silent Hill: Shattered Memories (Wii), Ancient quest of Saqqarah (PC), Perfect Dark (XBLA), SBK09 (Xbox360), Bomb Squad: NY – Duke and I (PC), Race Pro (Xbox360)*

### **Achievements**

Interview with 80.lv: <https://80.lv/articles/001agt-005cg-autumn-in-the-mountains-modular-hero-prop-vegetation/>

### **General skills**

Passion for creating visually immersive assets and levels for games covering modeling, texturing, baking and engine implementation

### **Technical skills (Software)**

Autodesk Maya, Autodesk 3D Studio Max, 3D Coat, Substance Designer/Painter, Adobe Photoshop, Adobe Illustrator, Zbrush, Uvlayout, Topogun, Xnormal, NDO2, Crazybump,, Unreal 4 engine, Unity engine, Marmoset toolbag, Microsoft Word, Excel, Powerpoint, JIRA, Perforce, TortoiseHG, Easy Redmine, HTML, CSS

### **Professional Education**

CGMA Vegetation & Plants for Games with Jeremy Huxley	<b>2018</b>
Corvin Media School / Drawing and sculpting course	<b>2008 - 2010</b>
Mesharray Digital Media School / 3D Studio Max master course	<b>2007 - 2008</b>
Saint Stephan University / Economic manager (Bachelor's degree)	<b>2002 – 2004</b>

### **Hobbies**

Playing games, Asian culture, Cooking, Watching movies, Travelling, Surfing, Reading, Volunteer work, Collecting concept art books of games and movies

### **Languages**

English (fluent speaker and writer)  
Korean (Obtained Level 4 on TOPIK II exam in November 2018)  
Hungarian (native language)