

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 & 5

UEFN

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

GAMEFAM October - December 2024

3D Environment Artist - *Lego: Dreamzzz Fortnite*

-Created environment art for all three worlds in a Fortnite creative parkour map made for the Lego Dreamzzz IP, in line with brand specifications and Lego feedback.

-Created and implemented new environment art, updated assets to final polish, illustrated rough concepts when needed, and set dressed using bespoke art and some Fortnite assets in Unreal Engine for Fortnite (UEFN) to meet quick turnarounds.

GOLD CREEK GAMES September 2022 - May 2024

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.