

Curriculum Vitae

Karol Miklas – 3D Game/Vehicle Artist

Contact & personal information:

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Name: Karol Miklas
Date of birth: 10th March 1992
Nationality: Polish
Current residence: Poland, Europe
Known languages: Polish (native) and English (advanced)

Experience:

August 2013 – now: Junior 3D Artist @ Techland

2011-2013: Freelance digital artist (3D/2D)

2009-2013: Multiple CG Awards and features:

- DeviantART Daily Deviation - 2010, 2011, 2013
- Press: 3DWorld Magazine, issue 144, 2011
- 1st place in "Crisis" - Max3D.pl CG contest, 2011
- 3rd place in "Unrealized ideas, concepts and inventions" - Max3D.pl CG contest, 2009
- 2nd place in "Steampunk" - Blender.pl CG contest, 2010
- Multiple "Artwork of the month" awards on Blender.pl
- Silver gallery award on Max3D.pl, 2009
- Multiple staff pick exposures and features on SketchFab, 2012-13

2008-2009: Released various car modifications for GTA: San Andreas.

Education:

2008-now: Digital art self-education

2008-11: 4th High School in Kalisz, Poland

Main skills & software knowledge:

- 3D high and low polygonal modeling, specialized in a hard surface
- Understanding of optimal polygon layout (topology) and distribution.
- UV mapping
- Texture creation
- **Blender** **Excellent** (modeling, mapping, skinning, rendering, animating)
- **3D Studio Max** **Basic** (modeling, working with exporters)
- **Photoshop** **Advanced** (texture creation, retouching)
- **Inkscape** **Advanced** (vector drawing)

Hobbies/Interests

- Cycling
- Vehicular and product design
- Amateur digital photography