

Tom Velebny

Senior 3D Generalist

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I have more than 13 years of experience in the games industry, with the majority spent in Lead or Senior roles. I'm proficient at everything from modelling, texturing, baking and scripting to hiring, managing and mentoring a team of artists and art production outsourcing. I am technically oriented and well-versed in the most often used tools, from Physically Based Rendering to Agile Software Development.

Skills

- High poly, low poly, hard surface and organic modelling, sculpting and optimization
- Efficient UV unwrapping and texture baking, PBR or diffuse-only texturing
- Skinning, scripting, automation, virtual reality, photogrammetry
- Management, mentoring, excellent oral and written communication

Software Proficiency

- Maya, 3D Studio Max, ZBrush, Mudbox, Houdini
- Substance Painter, Substance Designer, Photoshop
- Python, MaxScript, JavaScript, O2Script, HTML5, CSS3
- Unreal 4, Real Virtuality

Professional experience

Sony Interactive Entertainment Europe (2016 - Present)

Currently working on an unannounced title for Playstation VR as a Senior Artist at Sony, Manchester, UK.

Bohemia Interactive (2015)

Worked externally as a contractor on a civilian vehicle model for the [ArmA III Apex](#) expansion, from scratch to finish, with minimal oversight on creation and execution.

Bohemia Interactive Simulations (2007 - 2015)

Produced and managed production of artwork for multiple releases of the serious game [Virtual Battlespace \(VBS\)](#) used as training software by all major armies around the world including the US Army, US Marine Corps, UK MoD and others. Helped the company grow from 10 to 250 employees in 6 offices worldwide.

Lead Artist (2010 - 2015), Senior Artist (2009), Artist (2007 - 2008)

- Created models, textures, materials and set standards to be followed by other artists
- Reviewed and approved all artwork from internal and outsourced artists
- Checked all artwork to be technically optimized for performance according to strict specs
- Wrote scripts for model error checking and automation of the most-performed tasks

- Taught and documented the specifics of VBS artwork creation
- Proposed solutions and provided time estimates for customer contracts
- Cooperated with other department leads to meet goals and deadlines
- Managed a team of artists, scheduled tasks
- Interviewed and hired new artists
- Managed outsourcing companies including contracts and deliveries
- Tested and improved proprietary tools used by artists
- Maintained content library of more than 5000 models

Bohemia Interactive (2005 - 2006)

Worked as an artist on the sequel to the award-winning game Operation Flashpoint. Created city environments from start to finish, utilizing and refining the proprietary system of destructible buildings. Modelled and textured objects ranging from props to entire houses, wrote automation scripts. Took photos of real life environments later used as references and texture source material.

Various Companies (1998 - 2005)

Worked as a graphic designer for various companies in different roles. Created online advertising campaigns. Designed and built webpages, flash animations and ad banners. Defined and maintained the look of an online news portal. Worked as a compositor on an animated cartoon movie. Played, reviewed and wrote about computer games for a print magazine.

Games Credited

- ArmA III Apex (2016)
- VBS3 v3.6 (2015)
- VBS3 v3.4 (2014)
- ArmA III (2013)
- VBS2 v2.00 (2012)
- Take On Helicopters (2011)
- VBS2 v1.40 (2010)
- ArmA II: Operation Arrowhead (2010)
- VBS2 Virtual Training Kit 2 (2009)
- VBS2 Virtual Training Kit 1 (2008)
- Virtual Battlespace 2 (2007)
- Operation Flashpoint 2 (not published)