

Tom Velebny

Senior 3D Generalist

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I have more than 15 years of experience in the games industry, with the majority spent in Lead or Senior roles.

As a generalist I have always enjoyed the kind of hard tasks that would let me solve problems in multiple areas, crossing into Tech Art. From the bread and butter modelling and texturing, UI/UX, shader work or scripting to procedural modelling and tools creation in Houdini and Houdini Engine, which has become my greatest passion of late.

I have also hired, managed and mentored a team of artists and outsourced art production, but what motivates me most is learning new techniques, workflows and tools as I am 100% self-taught.

Skills

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

Software Proficiency

- Houdini, Maya, 3D Studio Max, ZBrush, Mudbox
- Substance Painter, Substance Designer, Photoshop, XD
- UE4 Blueprints, Python, VEX, MaxScript, JavaScript, HTML5, CSS3
- Unreal 4, Unity, Real Virtuality, RenderDoc

Professional experience

Bohemia Interactive Simulations (2021 - Present)

As Lead Environment Artist I am engaged in populating the world for the whole-earth simulator [VBS Blue](#), used by armies around the globe.

Force Field Entertainment (2019 - 2021)

Worked as a Senior Artist on [National Geographic Explore VR \(2019\)](#) for Oculus Quest, a game that lets you experience the highly detailed environments of Antarctica and Machu Picchu.

- Responsible for the majority of the Hand UI and Camera UI:
 - Layout, styling, interactions, iconography
- Profiled and optimized performance using RenderDoc and a custom HLOD tool
- Helped brainstorm various UX systems and gameplay mechanics
- Created new models based on existing photogrammetry assets
- Acted as in interim lead on multiple occasions

Further responsibilities included working on internal projects and demos for publishers, using Unreal Engine for the Oculus Quest 1 and 2. My role had a wide range from complex asset creation to UI/UX or shader work.

Since 2020 I have been advocating for, and using, Houdini and Houdini Engine in Virtual Reality pipelines on tasks such as procedural modelling, terrain creation and asset optimization.

Sony Interactive Entertainment Europe (2016 - 2019)

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

- Visual design, prototyping, modelling and texturing of enemy vehicles and hero assets
- Created tools for converting Unreal landscapes into multiple meshes, optimizing and merging them with custom road networks using procedural modelling in Houdini
- Iterated on various UI systems including HUD, minimap and inventory

Bohemia Interactive (2015)

Worked externally as a Senior Artist 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. Acted as a Tech Artist, creating tools, scripts and pipeline improvements for the art team. 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

- National Geographic Explore VR (2019)
- ArmA III Apex (2016)
- VBS3 (2015)
- ArmA III (2013)
- VBS2 v2.00 (2012)
- Take On Helicopters (2011)
- ArmA II: Operation Arrowhead (2010)
- Virtual Battlespace 2 (2007)
- Operation Flashpoint 2 (not published)