

PERSONAL DATA

Pavel Valic

3D Artist

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PERSONAL WEBSITE AND PORTFOLIO

 pavelvalic.cz

WORK EXPERIENCE

1/9/2014 - Present **3D Artist** **Bohemia Interactive Studio**, Mníšek pod Brdy (near Prague)

- Worked on unannounced game title and working on ARMA III DLC
- Producing high quality 3D environment assets, models, materials and textures
- Leading junior 3D artists, teaching, controlling, responsible for group

01/11/2006 – 31/8/2014 **3D Artist** E.Sigma s.r.o., Ceske Budejovice (Czech Republic)

- 3D modelling, texturing for Military simulation software
- animation, particle effects

2009 – Present **Freelance 3d Artist**

- Modelling, texturing, animation, postproduction, rendering
- Making video projections (videomappings) - from communication with a client to final realization

EDUCATION

2002–2006 **High School of Engineering**

Centrum odborné přípravy, Sezimovo Ústí, Czech Republic

SPECIALIZATION Computer graphics and engineering

PERSONAL SKILLS

Languages Czech (Native), English (average), German (basic level)

Main technical skills 3ds Max, Photoshop, After Effects, Zbrush, 3D coat, Xnormals etc.

Additional training 2013 - one-year painting workshop at [Jaroslav Platil](#) (Czech painter and portraitist)
2007-2015 visited several CG conferences in the Czech Republic