

Curriculum Vitae

Personal details

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Employment history

- 04.2008 – until now** **Blitz Games Studios**, Leamington Spa, UK, www.blitzgamesstudios.com - **environmental artist**
- 10.2011 - until now **undisclose title** - X360, PS3, Wii
The is a huge project with a very specific and unique style. It is heavily relying on outsourcing. At the beginning my job was to create assets that will set up quality standards for subcontractors. Now, I'm part of the team that is giving actual feedback to artist from the outsourcing company. In spare time I'm helping the team that is creating the actual gameplay.
- 09.2010 - 09.2011 **Puss in Boots** - X360 Kinect, PS3 Move, Wii; THQ, Dreamworks <http://www.thq.com/us/dreamworks-puss-in-boots/360>
I was responsible for one strongly stylized, organic level. Working with a designer on one to one basis, creating blockout meshes, final assets (meshes and textures), placing them in level, with FX and lighting. I was also responsible for level performance, conversion to Wii and bug fixing. Most of the models and textures were created from Zbrush sculpts. A part of my tasks was to create reference objects for outsourcers and testing new engine features specific to my level.
- 05.2010 - 08.2010 **The Biggest Loser: Ultimate Workout** - X360 Kinect, THQ, www.biggestloserthegame.com
The Biggest Loser: Challenge - Wii, THQ
I was helping the team to build and polish some of the leves.
- 12.2009 - 04.2010 **Dead to Rights: Retribution DLC** - X360, PS3 Namco Bandai
I was working with a group of other artists on a new level and gameplay from an existing one. It was mainly editor work and lighting, but included creation of new assets and textures.
- 06.2008 - 11.2009 **Dead to Rights: Retribution** - X360, PS3, Namco Bandai deadtorights.com
I was responsible for the visual side of one level and some parts of others. Work involved creating modular assets with textures, LOD's and collision meshes, building the level in editor based on blockout created by designers, lighting, placing FX than optimalization and bug fixing. The style of the game was inspired by art deco, and I had the opportunity to build the architecture to follow and match that style, without directly copying any specific realizations.

01.2006 – 03.2008	Freemind , Kraków, Poland, www.freemind.pl - general artist
06.2007 – 03.2008	FIM Speedway Grand Prix 3 - PC, Techland, character modelling, high and low poly, set of 24 different textures for all the contestants; creating geometry and textures of stadiums, animation
05.2006 – 05.2007	The Witcher – PC, CD Projekt, www.thewitcher.com Outsourcing: creating assets: modeling, texturing, normal maps
01.2006 – 06.2006	FIM Speedway Grand Prix 2 – PC, Techland level design (building stadiums), character texturing, animation
01.2006 – 10.2006	Battle over Europe – PS2, Midas Interactive Entertainment, level design, modeling & texturing
06.2005 – 08.2005	Prometgas , Wrocław, Poland, www.prometgas.com.pl draughtsman (AutoCAD)
07.2004 – 10.2004	CompRot , Wrocław, Poland, www.comprot.com.pl technical animation & visualization, draughtsman (AutoCAD)
2001 – 2005	Webstyle , Wrocław, Poland, www.webstyle.pl web design, Flash animation & Actionscript, web content building
1996 – 2005	Manus , Wrocław, Poland draughtsman (AutoCAD), design of sanitary installations

Professional skills

key attributes:	Almost 6 years in the industry, working on different types of games. I have experience with the the whole process of level creation. Good feeling for architecture and organic shapes.
software used:	Maya, 3ds MAX, Photoshop, Zbrush BlitzTech, Gamebryo, Chrome Engine, UDK Perforce, Hansoft
known languages:	Polish - native English - fluent French - good

Education

2003 – 4 semesters	University of Wrocław Faculty of Historical and Pedagogical Sciences, Cultural Studies
1999 – 5 semesters	Wrocław University of Technology Faculty of Environmental Technology
1997 – 3 semesters	Wrocław University of Technology Faculty of Fundamental Problems of Technology Physics

Hobbies

3D, video games, trekking, skiing, travelling, motorcycles