

Istvan Szalai

SKILLS

Low/highpoly buildings, environment props, vehicles and weapon modeling

AR-VR games and applications

Experiment in the modeling for military simulations

Realistic (or non realistic) landscape modeling - texturing, as from satellite data or from concept art

Shading/texturing, PBR based texturing

Normal map baking,- combining

Complete level planning, level building

Breakable buildings, objects

Outdoor and interior light setup

Models and textures optimization for best performance

AR applications with Unity3d

Scrum

SOFTWARE KNOWLEDGE

Alias Maya, Softimage XSI, Mudbox, Adobe Photoshop, Adobe Illustrator, Unity3d, Quixel Suite, Substance Painter, Deep Paint, Grome, 3D Studio Max, Crazybump, Dreamweaver, Fireworks, Apple OSX Environment, Microsoft Office

LANGUAGE SKILLS

English: elementary
Hungarian: native

CONTACT

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EXPERIENCE

ARWorks - 2016-2017

AR and VR games, apps and demos

Ace Maddox - 2016.

World War II vehicles modeling and PBR texturing

Reef Interactive - 2014-2015.

Realistic reefs for a 3d virtual dive application

Walking Dead - Next Games - 2014

Buildings and props modeling texturing

RealDBStore Inc. - 2013

Vehicles and characters for military simulations

Enemy Front - City Interactive - 2012.

Nextgen props modeling, texturing

Flatout - Team 6 Games - 2011.

3 different level - complete level planning, modeling, texturing, building

Street Racer 2 Europe - Team 6 Games - 2011.

2 different level - complete level planning, modeling, texturing, building

Sunstorm Games 2009-2012.

22 different 2d/3d iPhone games with Unity3d engine, and 2d editing



Battlestations Pacific - Eidos Studios Hungary - 2007-2009.

Buildings, ships modeling, texturing, landscape modeling, landscape team coordinator

French Street Racing - Team 6 Games - 2007.

Complete level planning, modeling, texturing, building

Killzone 2 - Liquid Development - 2007.

Nextgen props modeling, texturing

War on terror - Digital Reality - 2007.

Buildings modeling, texturing

F.E.A.R.: Extraction Point - Nagual Pictures -2007.

Nextgen props modeling, texturing

Fast and furious 2 - Nagual Pictures - 2007.

Car models update

Crash Dummy - Twelve Interactive -2006.

Very low poly character modeling, texturing

Mythos - Liquid Development - 2006.

Props modeling, texturing

Chameleon techdemo - Most Wanted E. - 2006.

Nextgen props modeling, texturing



Panzers Phase II. , Rush for Berlin - Stormregion - 2005.

Buildings and vehicle modeling , texturing

Road to Fame and Army Racer - 576 Media - 2005.

Car modeling, texturing

World of Chaos - BrainfactorR - 2003.

Building modeling, texturing

Battlestations Midway - Mithis/Eidos Hungary - 2003-2004.

Battleship modeling - engine setup

