

Istvan Szalai

Senior 3d Environment Artist

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Professional Summary

Highly skilled and experienced Senior 3D Environment Artist with over 20 years of expertise in 3D environment modeling, texturing, lighting, and level creation for simulations, games, and architectural visualizations. Adept in leading teams, optimizing workflows, and delivering high-quality assets for a wide range of projects. Proficient in industry-standard tools and engines, and passionate about creating immersive digital worlds and collaborating with cross-functional teams to bring creative visions to life.

Technical Skills

- 3D environment modeling and UV mapping
- Texturing for standard and PBR rendering
- Simulation modeling for environments
- Exterior and interior light setup
- Level planning and creation
- Physics and material setup in Unity and Unreal Engine
- LOD (Level of Detail) creation and optimization
- Simple animations and Blueprint scripting
- Shader creation and optimization workflows

Software Proficiency

- 3D Modeling and Texturing Tools: Autodesk Maya, Substance Painter, Photoshop, Mudbox, Softimage XSI, SpeedTree, Roadrunner
- Game Engines: Unity, Unreal Engine
- Version Control and Collaboration Tools: Sourcetree, GitHub Desktop, Jira, Confluence

Languages

- Hungarian (Native)
 - English (Conversational)
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Professional Experience

Freelance Senior 3D Environment Artist | Self-Employed | 2009–2024

- Modeled and textured buildings, vehicles, props, and vegetation for diverse projects across games, simulations, and architectural visualizations.
- Designed and implemented physics setups, interior/exterior lighting, and complete level creation for immersive environments.
- Delivered high-quality assets optimized for performance in Unity and Unreal Engine.
- Collaborated with clients to meet artistic and technical requirements, ensuring seamless integration of assets into their projects.

3D Environment Art Supervisor | AEY Studios | 2024

- Created and optimized shaders, ensuring high visual fidelity and performance.
- Supported the props team by providing feedback and technical guidance.
- Established optimization workflows for improved asset performance.

- Conducted asset checks and ensured quality control for all 3D assets.
- Set up lighting for interior and exterior scenes to enhance realism.

Lead Architectural 3D Artist | Cardmap | 2018–2020

- Designed and textured 3D models of famous buildings for a tourism application.
- Created simple animations to demonstrate building renovations and transformations.
- Worked closely with developers to integrate assets into the application.

Terrain Team Coordinator | Eidos Studios Hungary | 2007–2009

- Coordinated the terrain team to model and texture famous landmarks such as Pearl Harbor and Sydney.
- Provided team support and ensured project milestones were met on time.
- Contributed to the creation of realistic and detailed environments for AAA titles.

3D Environment Artist | Freelance | 2003–2007

- Modeled and textured buildings, vehicles, and props for multiple projects.
- Worked collaboratively with clients to meet artistic and technical requirements.

Published Titles

Contributed to the development of the following published games across various studios:

Next Games:

- Walking Dead: No Man's Land

Eduweb:

- Wolfquest 3: Anniversary Edition

Liquid Development LLC

- Killzone 2
- Condemned 2
- F.E.A.R. Extraction Point

Ace Maddox

- Flying Tigers: Shadows Over China

CycleGO

- CycleGo – Indoor Cycling

Eidos Studios Hungary

- Battlestations Pacific
- Battlestations Midway

Stormregion

- Panzers Phase II
- Rush for Berlin

Sunstorm Games

- Sunnyville Salon
- Icee Racing

Team 6 Game Studios

- FlatOut 3
- French Street Racing

576 Media

- Road to Fame
- Army Racer

Other Studios

- **City Interactive:** Enemy Front
- **Brain Factor:** World of Chaos
- **Twelve Interactive:** Crash Dummy