

# Csaba Molnar

3D Modeling + Texturing + Digital Sculpting Artist

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## Education

### **Medgyessy Ferenc Grammar School and Secondary School of Arts**

**09/1999–07/2000** Computer Graphic Design & Dtp, Typography, History of Arts, Geometry

**09/1995–07/1999** Sculpting and Graphics - Modeling 4 yrs, Anatomy & Space analysis

## Work Experience

**10/2011–Present**                      **Eurocom Entertainment**                      *www.eurocom.co.uk*  
Senior Character Artist  
**Harry Potter - James Bond**

**01/2009–03/2011**                      **Blackhole Entertainment**                      *www.blackholegames.com*  
Senior Character and Environment Artist as freelancer  
**MIGHT AND MAGIC HEROES 6** UBISOFT Haven & Necromancer faction

**01/2007–12/2008**                      **3D Brigade Outsourcing**                      *www.3dbrigade.com*  
Lead Character and Environment Artist  
**Arcania Gothic4** (2010), Spellbound, Jowood. **Perfect Dark** (2010) Microsoft Games Studios. **Pure ATV** (2009) Disney/Blackrock Studio. **Overlord 2** (2009) Triumph Studios, Codemasters. **The Witcher (Enhanced)** (2008) CD Project Red, Atari Inc. **Rise of the Argonauts** (2008) Liquid Entertainment, Codemasters. **The Witcher** (2007) CD Project, ND Games. **Dream Chronicles Series** (2009) Playfirst Inc. **Azada: Ancient Magic** (2008) Big Fish Games. **Sacred 2** (2007) Studio 2 Software, Deep Silver.

**01/2005–01/2007**                      **Digital Reality Game**                      *www.digitalreality.eu*  
Environment Artist  
**Hotel Management Game, Field Ops**

**07/2001–12/2004**                      **Felfoldi Ltd**                      *www.felfoldi.hu*  
Logo Planning, Desktop Publishing, Advertising, New Product Development, 3d visualisation

## Hard Skills

- Hard Surface Modeling, Organic Modeling - Classical Sculpting. Sketching / Drawing
- High proficiency in Softimage XSI (5yrs) 3ds Max (3yrs), Photoshop (8yrs) Zbrush (3yrs) Maya (4yrs)
- Dreamweaver, 3D Studio Max, Flash, CorelDraw and other dtp and web designer programs
- Understanding of character art pipeline and development from concept to in game model
- Ability to produce both high and low poly models with clean edge loops and geometry
- Resourceful with the ability to come up with several solutions in both programming and modeling situations

## Soft skills

Skilled & versatile 3D with nearly 15 combined experience using digital and traditional art. Motivated, innovative, team worker, adapts quickly to new solutions and works well under pressure–meeting all challenging and mission critical deadlines. Obsessed with creative 3d solutions challenges. Fast learner, artistic eye for detail, good at drawing and design brainstorming, hand painted texture work (Might and Magic Heroes), worked within typical MMO constraints: planning for Rig and Animation reuse, Armor and Body layering, etc.; Adapting Concept Art to Character and Animation system limitations.

## References:

-Blackhole Entertainment: Development Director: gabor.illes@blackholegames.com  
Project Manager: andras.sindelyes@blackholegames.com  
Art Director: tamas.sandor@blackholegames.com  
-Digital Reality Hungary, CEO: andras.peller@digitalreality.eu  
HR Manager: beatrix.revhelyi@digitalreality.eu