

# Victor Karp

## Senior Environment Artist & Tech Artist

### Contact

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Portfolio <https://victorkarp.com>  
Age 34



### General overview

- Over 18 years of experience in video game development, including 12 years as a professional artist and 3 years as Lead Environment Artist at Piranha Bytes
- Contributed to 2 shipped AA titles at Piranha Bytes and 4 shipped VR titles, among 3 of them in cooperation with Valve, as part of multidisciplinary teams
- Worked 6 years as a freelancer, collaborating with international clients on diverse projects

### Technical skills overview

- Deep expertise in 3D asset pipelines: highpoly-to-lowpoly baking, UV unwrapping and layouting, custom normals, sculpting, texturing, rigging, animation, manual LOD and collision creation, and physics simulation
- Skilled in crafting custom shaders for Blender, Unreal Engine, and Godot
- Experienced in optimizing assets for WebGL and mobile rendering, ensuring performance and efficiency
- Proficient in building Blueprint systems for game logic and tools in Unreal Engine 4/5
- Well-versed in GDScript and scene creation for Godot, with a focus on 3D development
- Comfortable with clean version control workflows in Git, Mercurial, and Perforce

## **Professional experience**

- Delivered distinctive visual styles tailored to project needs across video games, health, advertising, aviation, and transportation industries
- Independently resolved unpredictable production challenges to meet tight deadlines and ensure timely delivery
- Collaborated effectively with international clients and colleagues, maintaining friendly and solution-oriented communication

### **Teaching and Leadership**

- Served as a lecturer at SAE Bochum in Germany and abroad, instructing adults and children in game development concepts
- Recognized for a patient, thorough, and approachable teaching style
- Cultivated friendly, productive relationships with clients and co-workers, driving team success

## Employment

12/2022 – 08/2024

**Institut für WBOR, Design und Entwicklung Hamburg GmbH**

**Role: Media Designer**

- Realization of VR applications
- Creation of high-quality, photorealistic renderings in the areas of transportation, interior and exterior
- Data preparation and data reduction for demanding research projects, reduction of considerable amounts of data
- Creation of 3D animations and 3D visualizations in photorealistic quality
- Creation of animation videos based on 3D data and 3D scenes produced in-house
- Creation of 3D exploded views of complex CAD assemblies

02/2022 – 08/2022

**Institut für Betriebliche Gesundheitsberatung**

**Role: 3D Expert**

- Creation of VR game logic in Unreal Engine 4 using Blueprints and in the Godot Engine using GDScript
- Automation and optimization of recurring workflows in Unreal Engine 4 using Blueprints
- Creation of new and revision and optimization of existing 3D environment assets for VR applications in Unreal Engine 4

05/2015 – 06/2018

**Piranha Bytes**

**Role: Lead Environment Artist**

- Time management and planning during the development of Elex 1 and pre-production of Elex 2
- Quality control and feedbacking of in-house and outsourced assets
- Creation of high- and low-poly environment assets
- Texture baking and texturing using unique, tileable and trim textures
- Level design and scene dressing
- Lighting
- Creation of visual shaders
- Performance optimization
- LOD and collision creation

02/2015 - 04/2015

**Piranha Bytes**

**Role: Environment Artist**

- Creation of high- and low-poly environment assets
- Texture baking and texturing using unique, tileable and trim textures
- Level design and scene dressing
- Lighting
- Creation of visual shaders
- Performance optimization
- LOD and collision creation

08/2012 - 01/2015

**Piranha Bytes**

**Role: Trainee for digital and print media design**

- Creation of high- and low-poly environment assets
- Texture baking and texturing using unique, tileable and trim textures
- Level design and scene dressing
- Lighting
- Creation of visual shaders
- Performance optimization
- LOD and collision creation

04/2012 - 07/2012

**Piranha Bytes**

**Role: Internship as Environment Artist**

- Gameplay testing
- Lowpoly mesh creation
- Texture creation

## Freelance work

Since 07/2018

### Teaching and lecturing

#### SAE Bochum

- 3ds Max modeling course for beginners (UI overview, lowpoly creation, highpoly creation, UV unwrapping and mapping, modifiers, texture baking)
- Unreal Engine 4 Blueprint FPS course (UI overview, player controller creation, asset import, weapon blueprint creation, physics objects)

#### Codinglab

- Blender beginner course (UI overview, lowpoly creation, UV unwrapping and mapping, modifiers)
- Xonotic level creation course (introduction to NetRadiant, creation of brushes and patches, texturing, lighting, item placement, moving platforms, teleporters, handling leaks, bot navigation, levelshot and level description)

#### Haus der Jugend Hattingen

- Workshop for children and teenagers about the development process of video games. Participants were introduced to the basic pillars of video game creation (graphics, gameplay, sound, music) and were then guided to create simple 3D models themselves

#### Spielbogenverein Dortmund

- Blender beginner course for children and teenagers (UI overview, lowpoly creation, UV unwrapping, texture painting)

### Environment Art & Tech Art services

#### Clients include

- [Codinglab](#)
- [Demodern](#)
- Fixgames
- [IFBG](#)
- [Massive Miniteam](#)
- Private clients
- [Scraggy Rascal Studios](#)
- Spielbogenverein Dortmund
- [STF-3D](#)
- [Verein Bahnprojekt Stuttgart-Ulm e.V.](#)

## **Provided services**

- Mesh creation and optimization, light and texture baking for 3D assets used in WebGL and AR applications
- Creation of assets for use in VR games
- Creation of assets and rendering of camera fly-bys for advertising
- Optimization of CAD data for use in realtime applications
- Mechanical animations of 3D assets
- Creation of 3D renderings for use in print advertising
- Creation and optimization of assets and scenes in Unreal Engine 4 in the context of architectural visualization and VR games
- Creation of Blueprint logic in Unreal Engine 4 in the context of architectural visualization and VR games
- Level design and detailing of multiplayer levels
- Lowpoly mesh creation and texture baking for assets sold on digital marketplaces

## **Education**

08/2012 - 01/2015

**Berufskolleg Ost Stadt Essen**

**Ausbildung zum Mediengestalter Digital und Print**

Field: Design and Technology

07/2011

**Stadtgymnasium Dortmund**

**Abitur**

## **Languages**

German    Mother tongue

English    Fluent

Italian    Basic reading comprehension

## Technical skills breakdown

1 = Beginner, 2 = Familiar, 3 = Proficient, 4 = Expert, 5 = Master

### Skill Blender

- 5 UV Unwrapping
- 5 UV Mapping
- 5 Retopology
- 4 Hard-surface modeling
- 4 Environmental sculpting
- 5 Manual collision mesh creation
- 5 Manual LOD creation
- 3 Mechanical animation
- 2 Humanoid animation
- 2 Humanoid rigging
- 4 Visual shaders
- 1 Geometry nodes
- 4 Photorealistic rendering
- 5 Texture baking
- 4 Lighting and composition
- 4 3D asset design
- 4 Scene lighting
- 4 Creation of realistic assets
- 4 Creation of stylized assets
- 5 Repair and optimization of CAD data

### Skill Texture creation

- 4 Substance Painter
- 3 Substance Designer
- 2 Photoshop
- 1 Gimp
- 2 Krita
- 1 Affinity Photo
- 3 Aseprite
- 1 Inkscape

### Skill Godot Engine

- 4 GDScript game logic creation
- 4 Visual shader creation
- 5 3D asset pipeline
- 4 Lighting and composition

**Skill Unreal Engine 4/5**

- 4 Visual shader creation
- 2 AI systems
- 4 Mesh optimization
- 4 Shader optimization
- 4 General game Blueprinting
- 3 Lighting and composition

**Skill Unity**

- 1 C# Scripting
- 3 3D asset pipeline

**Skill Video game level creation**

- 3 Source 2
- 5 Source
- 2 IdTech 4 (Doom 3)
- 5 IdTech 3 (Quake 3)
- 4 IdTech 1 (Quake 1)
- 5 Genome (proprietary in-house)

**Skill Level design aspects**

- 5 Multiplayer grayboxing
- 3 Singleplayer grayboxing
- 4 Lighting and composition

**Skill Version control**

- 3 Git
- 3 Mercurial / TortoiseHg
- 3 Perforce
- 1 Fossil

**Skill Operating systems**

- 5 Windows
- 4 Debian/Ubuntu/Mint
- 4 VirtualBox
- 3 FTP file transfer



**Skill Knowledge transfer**

- 5 Lecturing / teaching
- 5 Technical documentation

**Skill Web**

- 3 Gitlab
- 3 Github
- 3 Wordpress
- 3 Jira
- 3 Trello
- 3 Kanboard
- 3 phpBB

**Skill Office & text**

- 3 LibreOffice Calc
- 3 LibreOffice Writer
- 3 Obsidian

**Skill Audio & video**

- 3 OBS Studio
- 3 Audacity

**References****Institut für Betriebliche Gesundheitsberatung**

Valentin Goetz, Managing Partner

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**Institut für WBOR, Design und Entwicklung Hamburg GmbH**

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