

Victor Karp

Senior Environment Artist & Tech Artist



Contact

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Portfolio <https://victorkarp.com>

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 as (Lead) Environment Artist at Piranha Bytes
- Contributed to 3 shipped VR environments as a freelancer for ScraggyRascalStudios
- Worked 6 years as a freelancer, collaborating with international clients on diverse projects
- Strong generalist with a wide spectrum of 3D abilities and game logic creation

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

- Served as a lecturer at SAE Bochum in Germany and abroad, instructing adults and children in game development concepts. Course contents included:
 - 3ds Max basics (UI, controls, lowpoly and highpoly creation, baking)
 - Blender basics (UI, controls, lowpoly creation)
 - Creating a simple FPS in Unreal Engine 4 using Blueprints
 - Overview over video game production steps
- Recognized for a patient, thorough, and approachable teaching style

Freelance work

Since 07/2018

Environment Art & Tech Art services

Clients include

- [Codinglab](#)
- [Demodern](#)
- Fixgames
- [IFBG](#)
- [Massive Miniteam](#)
- [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

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 (<https://codinglab.ch>)

- 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)

Employment

12/2022 – 08/2024

Institut für WBOR, Design und Entwicklung Hamburg GmbH

Media Designer

- Realization of VR applicationsCreation 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

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

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 set dressing
- Lighting
- Creation of visual shaders
- Performance optimization
- LOD and collision creation

02/2015 – 04/2015

Piranha Bytes

Environment Artist

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

08/2012 – 01/2015

Piranha Bytes

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

Internship as Environment Artist

- Gameplay testing
- Lowpoly mesh creation
- Texture creation

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

References

Institut für Betriebliche Gesundheitsberatung

Valentin Goetz, Managing Partner

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Institut für WBOR, Design und Entwicklung Hamburg GmbH

Torsten Kanitz, Managing Director

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