

IVAN RYLKA

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Citizenship of CZ, EU

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Online portfolio: rylka.com

HIGHLIGHTS:

Over 14 years international experience in game industry (Czech Republic, China, USA and Serbia) working on AAA console and mobile games

M.A. degree in traditional art, deep knowledge of human anatomy and proportions

Experience in managing and mentoring team of artists, public mentoring sessions, photogrammetry, outsourcing and other

WORK EXPERIENCE:

09 2016 – present

NORDEUS, Belgrade - Serbia

Senior Character Artist

Setting up character pipeline for **Unannounced Project**, working with photogrammetry and retargeting software, blend shapes, creating character customization system

[Spellsouls: Duel of Legends](#), character modeler, PBR pipeline for mobile devices

09 2015 – 6 2016

2K Czech, Brno - Czech Republic

Senior Character Artist (contractor),

[Mafia III. Game](#)

Responsible for creating and implementing variety of ingame character assets including realistic hairstyles and PBR materials

11 2012 – 10 2013

2K Marin, Novato - California

Principal Character Artist,

[The Bureau: XCOM Declassified](#)

Establishing new complete pipeline for creating characters

Outsourcing, mentoring team members, supervising visual quality and art style,

Implementing secondary expressional normal map wrinkles, work with shaders, FaceFX

Composing final screens and lighting, coworking on cinematic

11 2010 – 11 2012

2K China, Shanghai - China

Lead Character Artist/Modeler,

[The Bureau: XCOM Declassified](#) and preproduction of unpublished “**Nextgen project**”

Leading and mentoring team of character modelers

Working with other 2K studios abroad

Responsible for integrating FaceFX and facial animation using blend shapes

07 2005 – 08 2010

08/2007 – 08/2010

Illusion Softworks / 2K Czech, Brno - Czech Republic

Lead Character Artist,

[Mafia II game](#)

[Mafia II: Joe's Adventure](#)

[Mafia II: Jimmy's Vendetta](#)

Complete process of creating character, texturing, skinning and facial expressions

Supervising team developing game characters, design of characters, contemporary look etc.

Technical responsibilities: developing of game features joined with characters,

cooperating with programmers, physically simulated clothes, Apex Technology,

implementing secondary expressional normal map wrinkles, shaders, FaceFX etc.

Composing final screens and lighting, coworking on cinematic

07 2006 – 07 2007

07 2005 – 06 2006

Character modeler

Level modeler

PROGRAMS

Unity, Unreal Engine, Fusion and Illusion Engine (2K Games internal engines), FaceFX
3DS Max, Maya, Zbrush, Mudbox, Unfold 3D, TopoGun, xNormal, Knald, Marvelous Designer,
Wrap 3D, 3DF Zephyr
Substance Painter, Quixel Suite package
Vray, Mental Ray, Marmoset Toolbag
Photoshop, Illustrator, InDesign, Premiere, Dreamweaver, Flash
Perforce, Tortoise SVN, Git Extensions
Hansoft, Jira, Trello, Microsoft Office programs

EDUCATION

2004 – 2006 Tomas Bata University in Zlin, Faculty of Multimedia Communications
Master of Arts (M.A.), Multimedia and design
2001 – 2004 Tomas Bata University in Zlin, Faculty of Multimedia Communications
Bachelor of Arts (B.A.), Multimedia and design
1997 – 2001 Intermediate school – Secondary school of art - Studio of product design,
Brno, Czech rep.

LANGUAGES

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|----------|--------------------------------------|
| Czech | native |
| English | fluent full professional proficiency |
| German | beginner |
| Mandarin | beginner |

HOBBIES & INTEREST:

Technology, photography, drawing, painting, traveling and learning about foreign cultures