

Jiří Koten
Curriculum Vitae

Date of Birth: 04.07.1978
Status: Married
Nationality: Czech
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Education:

SOU Velka Bites

Professional experience:

2000 - 2001 – Home made project

Design, Art, Sound – **Moonwalker - Half life** modification

2002 - 2004 – Plastic Reality Technologies

Level designer – **Korea: Forgotten Conflict**

2004 - 2006 – Plastic Reality Technologies

Environment artist

Level designer

Sound designer – **El Matador**

2008 - 2010 – 2K Czech

Environment artist – **Mafia II**

2010 - 2012 – Vatra games a.s.

Senior environment artist – **Silent Hill 8**

2012 - 2015 – 2K Czech

Senior environment artist – **Mafia III**

2015 – 2015 – Madfiger games (just 4 months)

Senior environment artist

2015 – present

Senior environment artist

Lighting artist

Mafia: Definitive Edition

Unannounced project

Additional skills:

Game Engine: LS3D Game engine, Unreal engine – 3 years, UNITY engine, Typhoon engine, Valve Hammer editor

3D Software: 3D Studio MAX, ZBrush, Topogun, Blender (partially)

2D Software: Photoshop, Substance Painter, Substance Designer,

Language : Czech - Fluent written and spoken
English - Passive

Link: <http://www.jkoten.name>

In Brno – 14.10.2021

Jiří Koten