

# Curriculum Vitae

## *Position: 3D Artist*

**name: Pavel Békésy**

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Date and birthplace: 28.08.1981 Havířov  
status: single

I got into world of 3D graphics when i was at age of 15 on Amiga computers using program named Imagine 3D. I was amazed at first glance with the way the computer graphics is being made. In next years I was trying to get deeper into the graphics learning from my own mistakes, because i did not have access to any resources like Internet or books at that time. Gradually I discovered other 3D packages like Lightwave, Bryce, Maya, 3DS Max and Softimage. 3D graphics became my hobby and I tried to dedicate to it as much time as circumstances allowed me.

I'm use to work with computers on many levels, from entertainment, graphics, coding, system administration to whole development process, depending on what was needed and how the circumstances were. Thanks to that I have broader view in to different IT skills.

I've been devoted to game development on mobile platforms and 3D modeling in past years . I'm also working on independent game project (Indie) focused on desktop computers and mobile platforms, where I want to develop my skills even further.

I'm applying on position of 3D artist, because I want to develop my skills and knowledge in this area to professional level. It has always been my dream to work as 3D artist, I feel that now it is the right time to move in to this industry.

## PORTFOLIO

<http://9cubes.co.uk/pavel/portfolio/>

## **EDUCATION**

1995 - 1999

### **Name of last graduation programm**

SOŠ Net Office School Orlová– Information Technologies in electrotechnics - finished by graduation

## **EXISTING EXPERIENCE**

10/2014 – now– Tieto s.r.o.

**Position** – Transition specialist for Microsoft SQL

06/2008 – 09/2014 – Tieto s.r.o.

**Position** – Microsoft Exchange administrator with specialisation of email archiving

01/2005 - 01/2006 - Emilia Békéská

**Position** - Salesman - Purchasing and selling of IT, services and solutions for PC

04/2004 - 11/2004 BT Computers Orlová

**Position** - IT Serviceman - repairs and installation of HW/SW in IT

## **LANGUAGE EXPERIENCE**

**Language** – knowledge level

Czech - native

English - fluently

## **Computer skills**

### **Computer Graphics:**

- Autodesk Maya, Softimage - average
- Mudbox - basic
- ZBrush - average
- The Foundry Modo - average
- Adobe Photoshop - average
- Adobe After Effects - average
- Substance painter- average
- Keyshot- average

**Development:**

- C#
- ActionScript (Adobe Flash Builder)
- Java
- PHP pro mySQL
- Unity 3D Engine (C#)
- Corona Engine (Lua)

**Administration:**

- Microsoft Exchange
- Microsoft SQL
- EMC EmailXtender
- EMC SourceOne
- Microsoft Windows, Unix, Mac OS X
- Microsoft powershell for Microsoft Exchange

**Others**

- Microsoft Office - Word, Excel, Outlook, Visio, OneNote
- Networking

**Other Courses**

<b>2013-01</b>	<b>Microsoft SCOM</b>	<b>Pavlis</b>
<b>2011-01</b>	<b>EMC SourceOne</b>	<b>EMC</b>
<b>2010-01</b>	<b>Microsoft Powershell</b>	<b>Tieto</b>
<b>2010-01</b>	<b>Microsoft Exchange 2010</b>	<b>Tieto</b>
<b>2009-01</b>	<b>EMC EmailXtender</b>	<b>Tieto</b>
<b>2009-01</b>	<b>EMC SourceOne</b>	<b>Tieto</b>
<b>2008-01</b>	<b>Microsoft Exchange 2007</b>	<b>Tieto</b>
<b>2008-01</b>	<b>Microsoft Windows Server 2003</b>	<b>Tieto</b>
<b>2008-01</b>	<b>Unix</b>	<b>Tieto</b>

## Hobbies

- Computer graphics and animation
- Art
- Game development
- computer games
- Alternative OS
- Music

## PRIVATE PROJECTS

Runnsters on the run - <https://www.youtube.com/watch?v=arMDpY6tkYo>

- game development ActionScript (Flash Builder), integrate PHP a MySQL, debugging
- Assets drawing

Quadrush (in progress) - <https://www.youtube.com/watch?v=odVNemfoc-8>

- game development C# (Unity 3D)