Peter Dravecky

portfolio: **pdravecky.com**

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About me

I am a 3rd year technical art student with a passion for both the technical and the artistic side of the entertainment industry. I enjoy programming, video games, books, working out and going out. I am always eager to gain new experience, learn and expand my skillset!

Work experience

Playtonic Games Ltd. - Technical Artist Internship (June - September 2022)
As the team's technical artist I developed various HLSL shaders and programmed game engine tools for artists.

OptiSolutions s.r.o. - Junior Synthetic Data Designer (June - October 2021)
I was a part of a small team creating procedural models, textures and scenes used for teaching neural networks.

Skills

Houdini	Unity	C++
Autodesk Maya	Unreal Engine 5	C#
Adobe Substance 3D	HLSL	Python

Scripting for DCC	Problem Solving	English	
Shader Dev	Communication	Slovak	native/bilingual
Programming	Fast learner	Czech	
3D Generalist		German	limited working

Education

Bournemouth University, UK – BA Computer Animation Technical Arts	**2020 - 2022**
Gymnázium of Anton Bernolák, Slovakia – Graduate in Computer Science & Maths	2012 - 2020