



**KACPER NIEPOKÓLCZYCKI**  
ENVIRONMENT ARTIST

Game environment artist portfolio



Some of my work I did for the "Witcher 3: Wild Hunt - Blood and Wine" Expansion





THE  
WITCHER  
WILD HUNT

EXPANSION PACK  
BLOOD AND WINE

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

 CD PROJEKT RED





THE  
**WITCHER**  
WILD HUNT  
EXPANSION PACK  
**BLOOD AND WINE**

KACPER "KNJ" NIEPOKÓLCZYKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)



CD PROJEKT RED





THE  
WITCHER  
WILD HUNT

EXPANSION PACK  
BLOOD AND WINE

KACPER "KNJ" NIEPOKÓŁCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

CD PROJEKT RED





THE  
WITCHER  
WILD HUNT

EXPANSION PACK  
BLOOD AND WINE

KACPER "KNJ" NIEPOKÓLČYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)



CD PROJEKT RED





THE  
**WITCHER**  
WILD HUNT  
EXPANSION PACK  
**BLOOD AND WINE**

KACPER "KNJ" NIEPOKÓLCZYKI [WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

 CD PROJEKT RED®





THE  
WITCHER  
WILD HUNT  
EXPANSION PACK  
BLOOD AND WINE

KACPER "KNJ" NIEPOKÓŁCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)







THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

 CD PROJEKT RED

Some of my work I did for the "Witcher 3: Wild Hunt".





THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓŁCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

CD PROJEKT RED





THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓLCZYK

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)







THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓŁCZYŃSKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

 CD PROJEKT RED





THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓŁCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

 CD PROJEKT RED





THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓŁCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

 CD PROJEKT RED





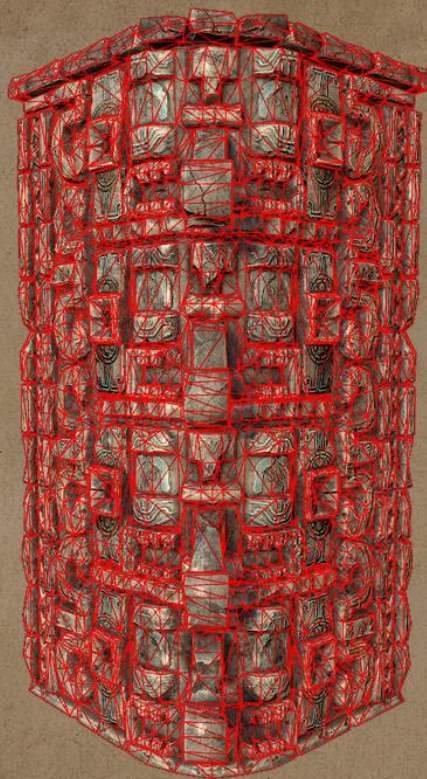
THE  
WITCHER  
WILD HUNT

KACPER "KNJ" NIEPOKÓŁCZYŃSKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

CD PROJEKT RED





The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI

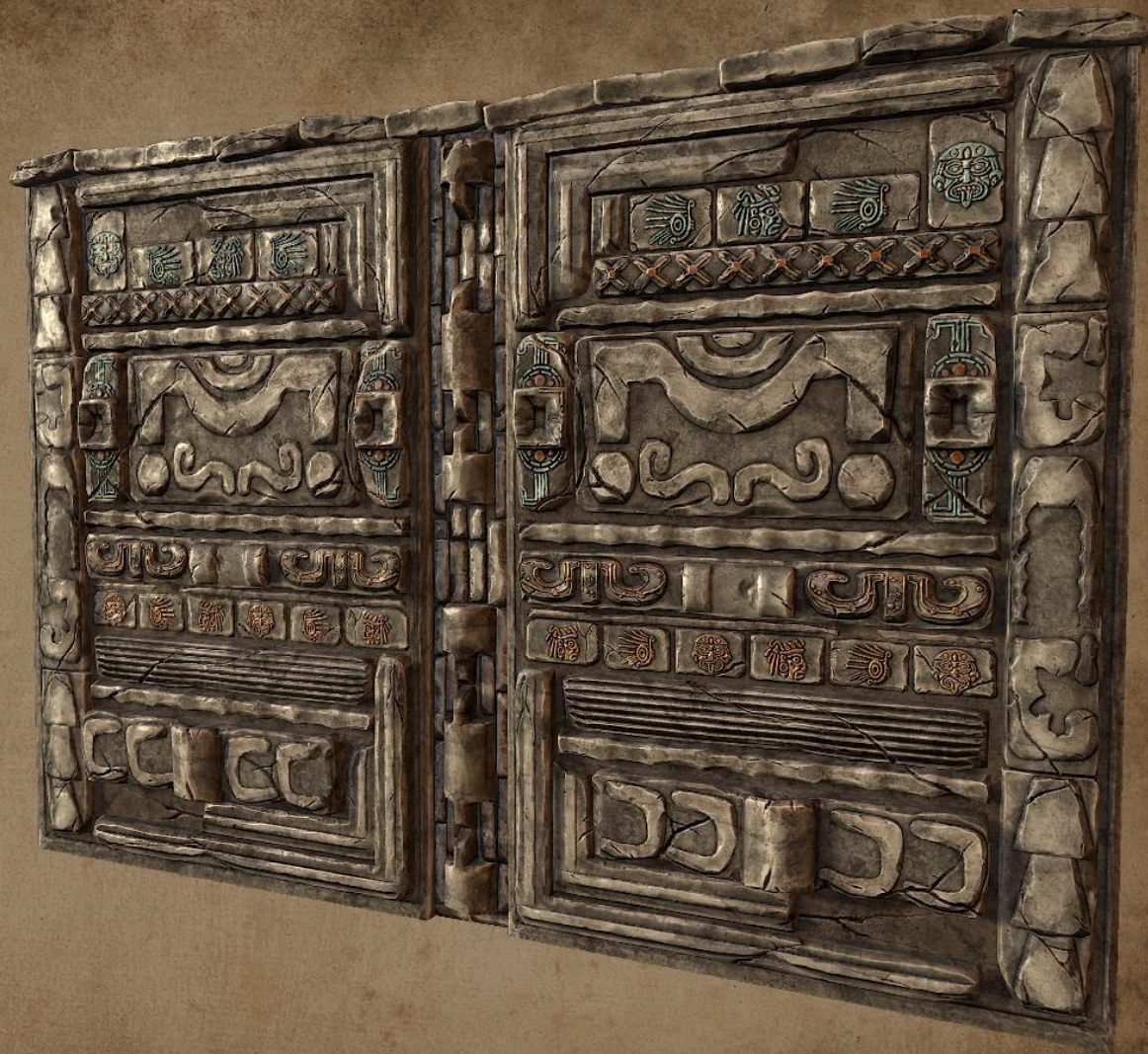
[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

STONE WALL CORNER TRIANGLES: 6644



Random objects I have created for the "Deadfall Adventures" game.





The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

STONE WALL

TRIANGLES: 4865







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYKI

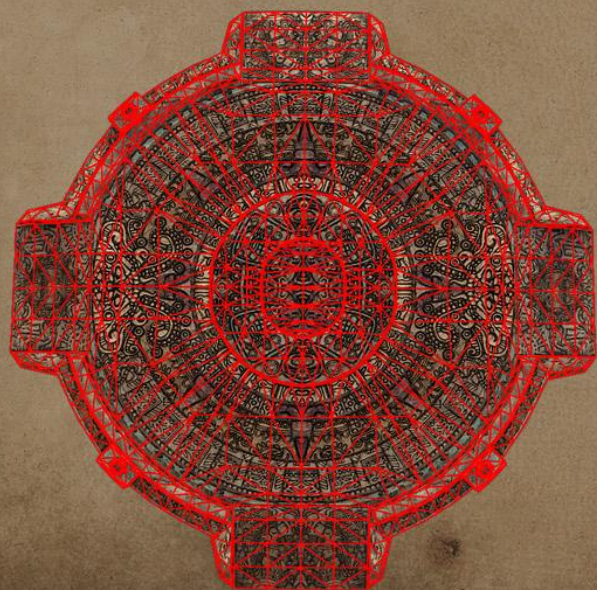
WWW.KNJ-ART.COM

STONE SYMBOLS

TRIANGLES: 604 / 451 / 831







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

TEMPLE ELEVATOR

TRIANGLES: 2428







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYKI

WWW.KNJ-ART.COM

TEMPLE MIRROR

TRIANGLES: 3872







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

LEVER

TRIANGLES: 5123







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYKI

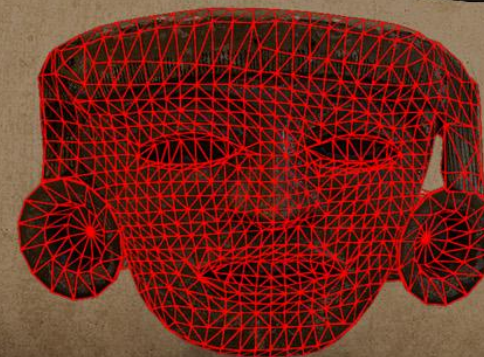
[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

LEVER 02

TRIANGLES: 9900







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYKI

WWW.KNJ-ART.COM

MAYAN HEAD

TRIANGLES: 2412







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI

WWW.KNJ-ART.COM

HEART OF ATLANTIS

TRIANGLES: 15450







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI

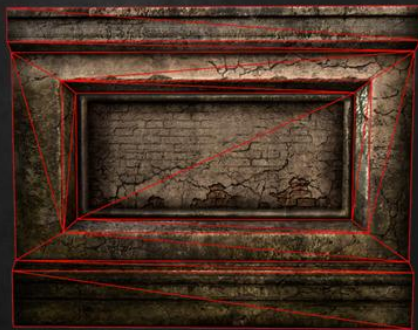
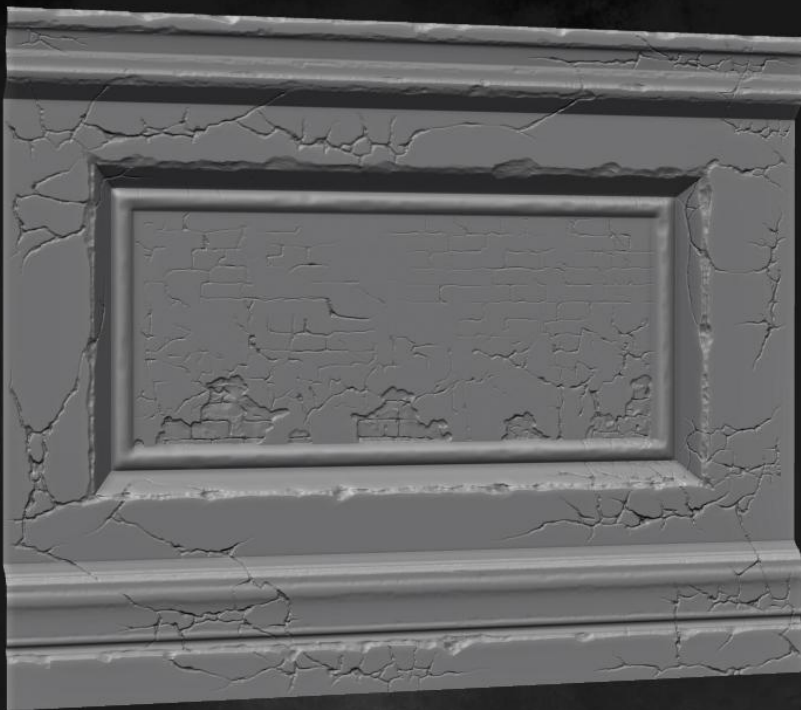
[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

MAYAN CALENDAR

TRIANGLES: 6288







The Farm 51

KACPER "KNJ" NIEPOKÓLCZYCKI [WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

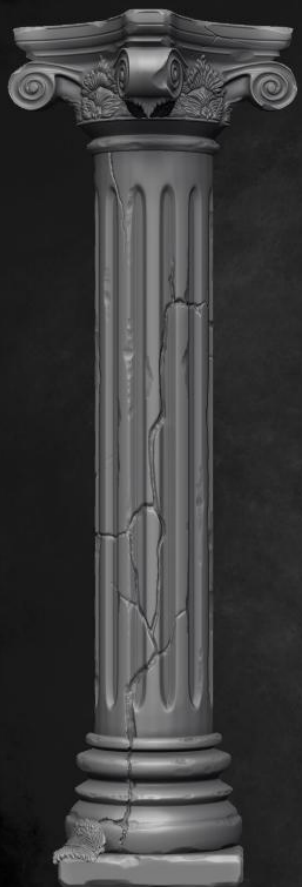
CEMETERY WALL

TRIANGLES: 30



Random objects I have created for the "Painkiller: Hell & Damnation" game.





KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

CEMETERY COLUMN TRIANGLES: 2366







KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

CEMETERY URN

TRIANGLES: 1692







KACPER "KNJ" NIEPOKÓLCZYCKI

WWW.KNJ-ART.COM

CEMETERY CROSS

TRIANGLES: 2020







KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

CEMETERY VASE

TRIANGLES: 2380







KACPER "KNJ" NIEPOKÓLCZYCKI

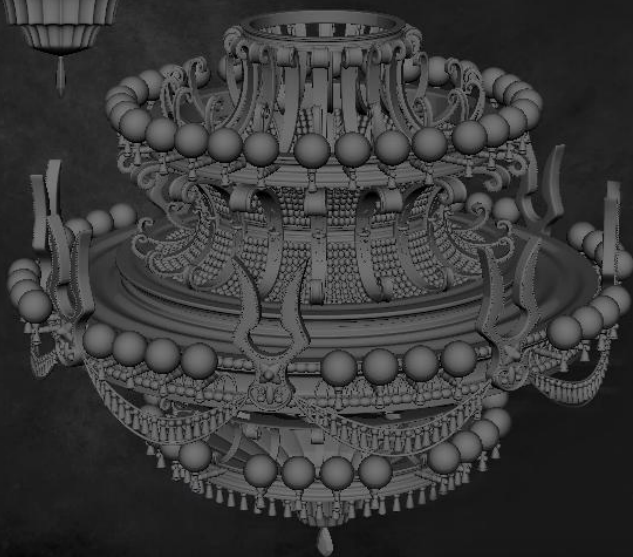
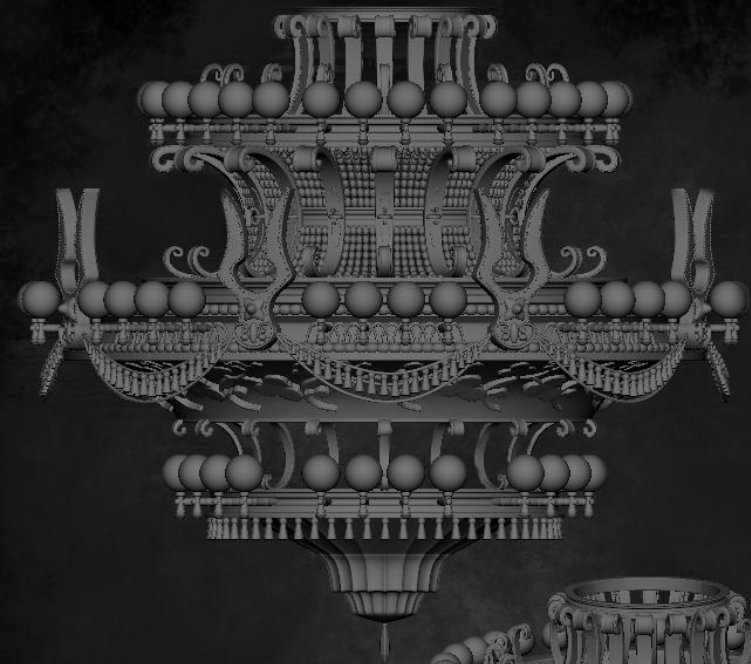
WWW.KNJ-ART.COM

CEMETERY VASE

TRIANGLES: 2224







KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

OPERA LAMP

TRIANGLES: 13068







KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)

OPERA BENCH

TRIANGLES: 1568







KACPER "KNJ" NIEPOKÓLCZYCKI

WWW.KNJ-ART.COM

OPERA CHAIR

TRIANGLES: 674







KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)



Statues I have created for the game "9 Clues 2: The Ward"





ARTIFEX MUNDI

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)







ARTIFEX MUNDI

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)







ARTIFEX MUNDI

KACPER "KNJ" NIEPOKÓLCZYCKI

[WWW.KNJ-ART.COM](http://WWW.KNJ-ART.COM)





# PERSONAL WORK



This is a scene based on a concept art for "Deus Ex: Human Revolution".









I have created this small scene inspired by the great game "The Last of Us". All assets are created by me. Only foliage is UDK's stock.

UDK





KACPER "KNJ" NIEPOKÓLCZYCKI

MAYA viewport 2.0

HighPoly model of a handgun USP .45 with a scilencer





KACPER "KNJ" NIEPOKÓLCZYCKI

WWW.KNJ-ART.COM

MARMOSET TOOLBAG 2

Shot of my art test for the Sony Computer Entertainment Europe.





KACPER NIEPOKÓLCZYCKI  
ENVIRONMENT ARTIST

KACPER NIEPOKÓLCZYCKI

email NIEPOKOLCZYCKI@GMAIL.COM

mobile +48 793 227 994

---

## PROFILE

Environment artist with over 5 years of experience. Worked as environment artist on three AAA shipped titles for major consoles and PC. Also worked on smaller titles. Responsible for creating high detailed, optimized 3d objects to be used in a game. Enjoying level art, taking basic block outs to the next visual level. Loving video games since young years and very passionate about it.

---

## SKILLS

Creating high detailed 3d objects for games  
Retopology, from high to low poly objects  
Creating textures  
Creating rich game environments  
Quality assurance, game testing  
Level art, composition and lighting  
Photoscanning, creating photorealistic meshes and textures using digital photos  
Optimalization - meshes, textures and whole game environments

---

## SOFTWARE

Unreal Engine 3/4 (*experienced*)  
Red Engine 3 (*experienced*)  
CryEngine 3 (*intermediate*)  
Adobe Photoshop (*experienced*)  
Autodesk MAYA (*experienced*)  
Autodesk 3DS Max (*basics*)  
Pixologic Zbrush (*intermediate*)  
Substance Tools (*basics*)

---

## EXPERIENCE

Environment Artist, Level Artist - **Cyberpunk 2077** (TBA)  
*June 2016 - present, CD Projekt RED*

- environment art team coordinator
- TBA



Environment Artist, Level Artist – **The Witcher 3: Blood and Wine Expansions Pack** (PC, PS4, XBONE)  
*February 2015 – May 2016, CD Projekt RED*

- environment art team coordinator
- close cooperation with many teams
- creating city of Beauclair, mostly level art, but also level design
- creating few assets and materials
- debugging and optimizing game

Environment Artist, Level Artist – **The Witcher 3: Wild Hunt** (PC, PS4, XBONE)  
*May 2014 – May 2015, CD Projekt RED*

- working on existing blockouts and taking it to the final stage
- creating small blockouts, polish it to the final stage
- designing environments to fit a proper feel and mood
- optimizing houses for Novigrad City

Environment Artist – **Get Even** (TBA)  
*September 2013 – May 2014, The Farm 51*

## EXPERIENCE

- TBA

Environment Artist – **Deadfall Adventures** (PC, XBOX 360)  
*June 2011 – July 2013 (nine months break, while working on the Painkiller project), The Farm 51*

- creating high detailed objects, based on concepts or references
- optimizing objects for consoles needs
- creating photorealistic textures



Environment Artist – **Painkiller: Hell and Damnation** (PC, XBOX 360, PS3)

*January 2012 - September 2012, The Farm 51*

- creating high detailed objects, based on original Painkiller concepts or designing new object fitting the game feel
- optimizing objects for consoles needs
- creating photorealistic textures

## EXPERIENCE

Additional 3d artist – **9 Clues 2: The Ward** (TBA)

*May - June 2013, Tap It Games*

- Creating sculpted objects, used for creating environments over painted by 2d artist

Additional QA – **Iron Sky: Invasion** (PC, XBOX 360, PS3)

*October 2012, Reality Pump*

- Play testing beta version of the game, trying to find as much bugs and problems as possible

---

## EDUCATION

***Jagiellonian University (European Games Academy)***

*Specialization: 3d modeling and animation, graduated 2012*

***Jagiellonian University***

*Specialization: applied computer science, graduated 2010*

***Pedagogical University in Kraków***

*Specialization: computer science teacher, graduated 2006*

---

## LANGUAGES

Polish (native language)

English (fluent writer and speaker)

---

## HOBBIES

video games, movies, music, sport

---