

Stephan Viranyi

Character Artist | CV and Contact Info

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Summary

I am Character Artist with passion and dedication. Doing art since I can think, allowed me to feel comfortable in many art styles and disciplines and to cross several areas when needed.

I fall in love in Game Art back in 2000 and since tried to forge my skills to the needs of game production.

My main speciality is, but not limited to, character design and execution.

I always like to take new challenges in a diverse range of disciplines.

Specialities and Skills

Design, Concept, Modelling, Sculpting, Texturing, Shading...

Tools I use are Photoshop, 3dsmax and Zbrush 3 along with other auxiliary Tools.

I occasionally also work in Maya, Mudbox, ShaderFX, Character Studio, SketchUp and Painter.

I often strive for easy to read graphics and senseful construction for my work

Work Experience

Freelance Character Artist, Concept Artist for "Kenzo Project"

September 2008 – present

Character Design and execution for an independent veteran xbox 360 project.

Senior Character Artist, Concept Artist at GRIN Barcelona

September 2007 – September 2008

I designed the majority of the Characters, Bosses, Suits, Character Variations and everything else related to characters for the video-game adaptation of WANTED by Universal Studios, WANTED: Weapons of Fate.

Occasionally, I also created concepts for Weaponry, Props, Turrets and Environments.

I worked closely with Creative and Art Direction to ensure we stay true to the franchise and get the right look from the movie into the game, including writing documents about character backgrounds and foundation in the universe.

Part of my job was also to ensure that the concepts would translate easily and work within a tight character production pipeline. Occasionally i provided paint-overs, reference and specific production sheets when needed.

Due to our company structure I was able to do a vast variety of things for the game.

Freelance Artist for Frantic Games, Valkyrie Entertainment

May 2007 – September 2007

Creating weapon textures for a upcoming independent WWII shooter.

2007: Character artist on Vegas for Midway.

Character Artist at Guerilla Games / SONY

March 2007 - April 2007

MP Character for Killzone 2 on the PS3.

The work included modelling, texturing and shading.

Freelance / Contract Artist for Valkyrie Entertainment, Liquid (Clients Midway, Sega, Shiny)

March 2007 - April 2007

2006 : I created Track side buildings for Sega Rally for Xbox 360&PS3. The work included Modelling, Texturing, Shading within tight deadlines **(1-3 days per building)**.

2006: Character artist on a unannounced / cancelled Shiny Project.

Junior Digital Artist at Rockstar Vienna / Take2

February 2006 - May 2006

Worked on a well-known, multi-platform Rockstar franchise title.

I was responsible for Props, Level Textures, Level optimizations, LODs, Lighting and exporting into RAGE.

The company was closed down on May 2006.

Freelance Character Artist for Liquid Development

July 2005 - February 2006

Provided characters for Fate2 (PC) , Guild Wars : Factions (PC) and Damnation (xbox360, ps3, pc).

Freelance / Contract Artist for Streamline Studios

February 2005 - March 2005

Created environment textures and shaders for THQ / Volition Inc. 's "Saint 's Row" (Xbox360)

Freelance Character / Creature Artist for Nival Interactive / Ubisoft

November 2004 - February 2005

Created Characters and Creatures for Heroes of Might and Magic 5 (PC).

Pre-Games Industry:

Various contracts in the traditional designs area and 4 years of mod and indie games development experience. I worked on projects like Project-Timeless 1 & 2, Joust3d, Nuclear Dawn, Dissonance and several personal projects.

I worked volunteer on a from youth to youth magazine for 2 years as Layouter, Illustrator and Photographer. I instructed a junior team to get them into basic layouting and composting when I departure from the magazine.

Additional Info:

Location : Freiburg, Germany
Nationality : German
Language skills: German (fluent writing and speech on conversation level)
English (fluent writing and speech on conversation level)
Hungarian(fluent writing and speech)
Date of Birth: 04.01.1986

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