

# Šimon Kryštof Honal

BA.

## Personal Info

Czech Republic

[burneyz@seznam.cz](mailto:burneyz@seznam.cz)

Nationality  
Czech

Driving License  
Can drive

Date of birth  
11/19/1999

## Links

[Portfolio](#)

[YouTube](#)

[Glassed Development  
Team](#)

[VKMT Community  
Showcase](#)

[On the Edge of Glory](#)

## Skills

Unreal Engine

Autodesk Maya

## Languages

English

German

Czech



## Summary

BA., Animation & VFX - PSCC

MA. Student, Animation & VFX - PSCC

Freelance Game Developer, Lead and Creator of Glassed Development Team since 2014.

TechArt, Game Design, 3D Generalist.



## Work Experience

### Lead - Glassed Development Team (Self-Employed)

April 2014 - Present

**Unreal Engine** - UDK, UE4, UE5.

**Team Lead** - Creative vision, team leader

**Tech Art** - Engine work, tweaks, in-gaming assets, blueprint systems, optimizing for real-time rendering...

**Visual Scripting** - Blueprints - Game logic, materials...

**Lead Environment Artist, Level Designer** - Hard surface modeling, 3D Scenes, assets - blockout to final level geometry pipeline, lighting...

**Materials** - SBR, PBR pipelines. master materials, dynamic instanced materials and their manipulation during runtime.

**UMG - Unreal Motion Graphics** - Menu, UI Designer, dynamic and animated Heads-up Displays.

**Recently featured at the VKMT Community Showcase**

### Technical Artist, Environment Artist and Animator - On the Edge of Glory (Student Project)

January 2020

#### BA - Bachelor Studies - Final assignment

Cooperation with Film partner - **BA. Jan Kastner**

Short animated film set in the Viking age

Rendered via **Virtual Production** tools in **Unreal Engine 5EA**

Realistic art-style

**Tech Art** - Optimizing assets for a real-time rendering pipeline, fluid simulations (UE Toolset), character rigging (Maya & UE Control Rig), **Final Render**

**Environment Art** - All environment scenes, some architecture, Lighting

**Animation** - Camera, technical animation, mild organic animation, **Facial Animation using NVIDIA Omniverse**



## Education

### BA - Bachelor of Arts, Prague School of Creative Communication (A)

October 2019 - September 2022

Animation and Visual Effects

BA Thesis - Unreal Engine and Breakthroughs in Real-time rendering

**MA - Master of Arts, Prague School of Creative  
Communication**

October 2022 - Present

Animation and Visual Effects

Currently studying.



**Hobbies**

Game Development - Glassed

Game Modding - Modding (modifying) videogames - namely  
Halo CE, World of Warcraft, Minecraft

ArchViz - Architectural Visualization

Virtual Production - Currently working on a short animated  
film with UE5.