

# Šimon Kryštof Honal

BA.

---



## Summary

BA., Animation & VFX - PSCC

MA. Student, Animation & VFX - PSCC

Freelance Gamedev, Glassed Development Team

TechArt, Environment Art, Unreal Specialist, 3D Generalist



## Work Experience

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

April 2014 - Present

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

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

**Visual Scripting, Designer** - Blueprints, Node systems

**Lead Environment Artist, Level Designer** - From assets to blockout to full scene, lighting and composition.

**Materials** - PBR pipeline. ubermaterial workflow.

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

**Recently featured at the VKMT Community Showcase**

## Personal Info

Pilsen / Prague, Czech  
Republic

+420 776593802

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

Nationality  
Czech

Driving License  
Yes

Date of birth  
11/19/1999

## Links

[Website](#)

[ArtStation](#)

[YouTube](#)

[Glassed Development  
Team](#)

[VKMT Community  
Showcase](#)

[On the Edge of Glory](#)

## Skills

Unreal Engine

---

Blender 3.4

---

Adobe Suite

---

Autodesk Maya

---

## Languages

English

---

German

---

Czech

---

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

January 2020

**BA** - Bachelor of Arts - Final assignment

In coproduction with BA. Jan Kastner

Short animated film set in the Viking age

**Unreal Engine 5EA** (5.0.3) render

Realistic art-style

**Tech Art** - optimizing, Niagara fluid sim, character rigging  
(Maya & UE Control Rig), render

**Environment Art** - All environments, architecture,  
composition and lighting

**Animation** - Camera, technical animation, mild organic  
animation, Custom Metahumans + NVIDIA Omniverse

### Unreal Engine TechArt, 3D and VFX Generalist, Incognito Studio, Prague

June 2023 - Present

Tasked with **implementing an Unreal Engine workflow** at a  
traditionally Maya 3D offline render studio

**7Energy** - Production entailed TV advertisements rendered  
in UE5.2 and 5.3EA.

**Ennio Morricone** - Live concert, VFX Environment Art  
backdrops based on film locations.

## **Solo Artist - Darrowshire (Student Project, PSCC)**

March 2024

MA - Master of Arts - Final Assignment

Solo artist - Originally started as a hobby project, remaking World of Warcraft environments in Unreal, turned into ~3 minute animated film based on the Cranius song "Darrowshire".

Blend of gritty realism with Warcraft-esque stylization.

### **Unreal Engine 5.3 / 5.4**

**TechArt** - Project is a test bed for specific workflows tailored to artists' needs with little need to adapt. Ubermaterial workflow, BP actor workflow, everything fully parameterized. Niagara, Chaos Cloth, PCG.

**Environment Art** - All 3D modeling except for marketplace assets - mostly foliage. Fully composed, lit. 3D doodads, architecture...

**Animation** - Sequencer, Custom Metahuman.



## 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.

MA Thesis - Unreal Engine and its Ingeration into an Existing Studio Pipeline



## Hobbies

Game Development - Glassed

Game Modding - Halo CE, World of Warcraft, Minecraft

ArchViz - Architectural Visualization

Filmmaking - Currently working on a short animated film with UE5.

Motorracing, DIY.