



DRAGAN MARIC

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Address: Serbia, Subotica, Radoja Vujosevica 51

Date of birth: 19.02.1981

3D Modeler, Animator, and Texture Artist

KEY QUALIFICATIONS

- 17 years of freelance in various areas of computer graphics
- Passion for games
- **3D Generalist but focused on Character art, sculpting, texturing for PBR, rigging to animation, and exporting to the game engine**
- Able to handle multiple tasks and team player
- Can work independently and self-directing
- Unreal Engine 4, knowledge of Blueprints, and making prototypes
- **Continuous learning and staying up to date with trends in CG and games**
- Have good written and oral skills in English

EDUCATION

Faculty of Management Megatrend, Belgrade, Serbia - Bachelor of Business Management
High Technical School, Subotica, Serbia - Technician for Building Construction

EXPERIENCE

• **April 2022 - June 2023 • Baya Dynamics • UK**

3D Artist – Modeling furniture

• **July 2018 - February 2022 • FOX3D • Estonia**

3D Artist – Modeling and texturing props

• **August 2017- July 2018 • Sculpting figurines for 3D print • Serbia**

3D Artist – Modeling and sculpting figurines in Zbrush and 3DS MAX

Duties & Activities:

- Modeling based on concept art and following it as close as possible

• October 2017 - July 2018 • Controlled Data, Inc • Pennsylvania

3D Artist and programmer – Modeling and programming Windows application in Unreal Engine 4 for the gas industry in the US

Duties & Activities:

- Making complete application
- Modeling, texturing, animation of mechanical parts,
- programming Windows application in Unreal Engine 4 using Blueprints

• May 2017- August 2017, • Crowded Room Studio • Novi Sad

3D Artist - Mobile Demo game about horse racing for a client from Dubai

Duties & Activities:

- Modeling, texturing, rigging, and animating horses and jockeys
- UI elements, background graphics in menus
- Working with programmers on importing assets to the Unity engine
- Refining textures and models of race stations and stables

•Mart 2017 - April 2017 • Bugatti • France

3D Artist – Optimising CAD yacht model for importing in Unity for deployment on iPad app.

Duties & Activities:

- Making sure to optimize the mesh for mobile apps, correcting texture issues, and setting up shaders in Unity

May 2015 - Mart 2017 • BINCODE • Belgrade

3D Artist – mobile RPG game “SVAROG”

Duties & Activities:

- Modeling, rigging, texturing, and animations for characters
- Environment art

September 2012 - June 2015 • Flying Beagle Ltd • Hong Kong

3D Artist – mobile RTS game “Colonies vs Empire”

Duties & Activities:

- Modeling, rigging, texturing, and animations for characters
- Environment art
- Audio editing

June 2014 - May 2016 • Knossos Palace • Crete

3D Artist – 3d stereoscopic video presentation of Knossos Palace.

Duties & Activities:

- Modeling, rigging, texturing, and animations for characters

- Environment art
- Unreal Engine 4 production

SOFTWARE

- Advanced user of **3DS MAX, Zbrush, Substance Painter, Marvelous Designer, Unity, Unreal 4, Photoshop, After Effects, Premiere**

LANGUAGES

- English: Advance
- Serbian/Bosnian/Croatian: native

HOBBIES

- biking, hiking, swimming, yoga
- drawing, painting, making games, music production, guitar playing
- games, movies, books