

◆ **Skills and Abilities**

Highly knowledgeable in all aspects of 3d content creation.
Strong CG modeling, texturing, shading and lighting abilities.
Adept at learning new methods and current pipelines with swiftness and ease.

◆ **Experience**

"PiaR" Serbia, marketing agency - TV commercials, spots, and graphic design.
"K23" Serbia, television station - video montage and intros.
"City" Serbia, television station - project 3D "Virtual tv studio".
"DKF" Rostov on Don, Russia, candy factory - product design.

Freelance clients:

"Vision" Serbia, press firm - graphic design, prepress
"Graphoprint" Serbia, press firm - graphic design, prepress
"National Theater of Subotica" Serbia - tv trailers for shows in theater and help on posters.
"Megabet", Korea, online casino - 3d graphics
"British American Tobacco" USA, 3d graphics and animation
"Clickboom", USA, -"NAVTEQ" gps 3d models
"Astrotrends", USA - book design
"Ati Project", Italy - architectural rendering
"Banja Vrnjci", Serbia - 3d presentation for future buildings "Leading Edge", Australia - graphic design.
"Petrograd" crysis mod - 3d environment art

◆ **Education**

High school ("18.novembar", Subotica) on Building construction. (1996-2000)
Higher school ("VTS", Subotica) on Technical Informatics. (2000-not finished)
Higher school ("Megatrend", Sombor) on Business management. (2002-2005)
University ("University of Art", Novi Sad) "Animation and SFX" (started on 2009)

◆ **Hardware/Software**

Applications: 3d Studio Max, Mudbox, ZBrush, Pro Engineer, Unreal 3, Photoshop, Illustrator, After Effects, Premiere. Autodesk AutoCAD, Corel Draw