

MARKO CVETICANIN

CG ARTIST

HIGHLIGHTS

- More than 17 years of professional experience in 3D modeling, lighting, rendering, dynamic simulations and compositing.
- One year of experience as instructor for Autodesk Maya in Chiron - Autodesk certified training center.
- Advanced level in using Autodesk Maya, Adobe After Effects, Photoshop, Boujou, SynthEyes, Reality capture, Realflo, Zbrush, Mudbox, Arnold and Mental Ray as part of the same production pipeline.
- Familiar with Unity and Unreal engines.
- Strong technical understanding of video compositing, camera tracking,

EDUCATION AND TRAINING

Title/Qualification	Autodesk Maya Modeling and Rendering
Date	September 22, 2006
Organisation providing education	Chiron - Autodesk certified training center, Belgrade, Serbia
Title/Qualification	Autodesk Maya Character rigging and Animation
Date	January 20, 2007
Organisation providing education	Chiron - Autodesk certified training center, Belgrade, Serbia
Title/Qualification	Autodesk Maya Dynamics, MEL and Compositing
Date	Jun 12, 2007
Organisation providing education	Chiron - Autodesk certified training center, Belgrade, Serbia

WORK EXPERIENCE

HARD SURFACE MODELER, ISTANBUL - TURKIYE

Responsible for creating high quality, hyper-realistic 3D assets for games (especially mobile).
Creating hyper-realistic 3D assets like environments, props, animation.
Creating textures, UV maps, materials etc.
Optimizing assets for game production.

CG GENERALIST AT BOMSOLUTIONS, SERBIA

Creating 3D models, textures, animation, Dynamic simulations, rendering, shading.
Working on VR and AR Applications.
3D scanning objects and retopology.

TECHNICAL MODELER , 3LATERAL, SERBIA

Working on retopology from scanned actors, texturing, modeling.

CG GENERALIST AT EIPIX ENTERTAINMENT, SERBIA

Creating 3D models, textures, animations for HOPA games.

CG GENERALIST AT SPRINGONION, SERBIA

Creating 3d models, textures, animations for commercials.

CG GENERALIST AT MAVEN STUDIO, SERBIA

Working on medical animation, modeling, animation, compositing, shading, rendering.



ABOUT ME

Date of Birth: May 21, 1984
Gender: Male
Birth Place: Novi Sad, Serbia

INTERESTS

New technology Learning
Problem Solving Reading
Physical Activities Photography

LANGUAGE SKILLS

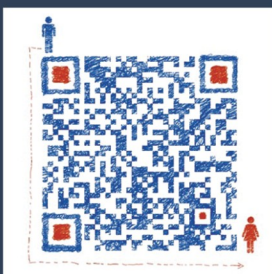
Native Language Serbian
Other Language(s) English (fluently)
Other Language(s) German (conversant)

CONTACT

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 <http://www.mcvfx.com>



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CG ARTIST

WORK EXPERIENCE

CG GENERALIST AT DEFORM STUDIO, SERBIA

Creating 3D models,characters, environments, vehicles , textures for games, commercials.

CG GENERALIST AT TELIC GROUP , U.K.

Creating 3D models,characters, environments, vehicles , textures for movies.

FREELANCER AT VENTURE AVIATION, LC U.S.A.

Creating 3D models of components for aircraft industry.

FREELANCER AT HYPERSONIX MUSIC, U.S.A.

Creating 3D models,characters, environments, for music game.

FREELANCER AT QUICK START KIDS, LLC WOWZIES, U.S.A.

Creating 3D models,characters, environments,vehicles for virtual theme park

INSTRUCTOR AT CHIRON - AUTODESK CERTIFIED CENTER, SERBIA

Instructing to students polygonal modeling, shading,texturing and rendering, animation, special effects.

ASSISTANT AT CHIRON - AUTODESK CERTIFIED CENTER, SERBIA

Assisting students in their work and with the exercises they receive.

REPRESENTATION SKILLS

Representing company BOM Solutions on several fairs and exhibitions :

- China International Fair for Investment & Trade - CIFIT 2019

- Novi Sad Stojanov (Fiat) Auto - 2019

- Novi Sad Fair NSVirtual - 2018 and 2019.

Showcasing company's innovative products in cutting-edge technologies such as Augmented Reality (AR) and Virtual Reality (VR).

ORGANISATIONAL AND SOCIAL SKILLS

Enjoy working as part of the team

Strong working under pressure

Good communication skills gained through my work as an instructor and freelance artist

Experienced in small team management and coordination

Excellent tutoring skills

COMPUTER AND ARTISTIC SKILLS

Autodesk Maya, Adobe AfterFX,Premiere,Photoshop,Foundry Mari, NextLimit Realflow, Solidangle Arnold, Vicon Boujou,SynthEyes, MEL programming language, Unity Engine, RealityCapture

OTHER SKILLS

Computer technician,Photography, filming, steadicam operator