

MARKO CVETICANIN

CG ARTIST

HIGHLIGHTS

More than 17 years of professional experience in 3D modeling, lighting, rendering, dynamic simulations and compositing.

Advanced level in using Autodesk Maya, Adobe After Effects, Photoshop, Boujou, SynthEyes, Reality capture, Realflow, Zbrush, Mudbox, Arnold and Mental Ray as part of the same production pipeline.

Medium level in Unity and Unreal engine.

Strong technical understanding of video compositing, camera tracking, photogrammetry.

EDUCATION AND TRAINING

Autodesk Authorized Training Center (ATC) Chiron - School for Creative Technologies, Belgrade
Date : 2006 - 2009

Title/Qualification	Maya Essentials	Certificate No. 2360493
	Maya Modeling	Certificate No. 2360358
	Maya Rendering	Certificate No. 2360370
Title/Qualification	Maya Character rigging and Animation	
	Certificate No. 2405424	
Title/Qualification	Maya Dynamics	Certificate No. 2385836
	Maya MEL	Certificate No. 2385837

One year of experience as instructor in Chiron :
Educating and training students in the field of Modeling, Shading, Texturing, Rendering, UW maps, Animation.

WORK EXPERIENCE

HARD SURFACE MODELER AT TIGLOOS, 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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Novi Sad , Serbia



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<http://www.mcvfx.com>



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.

STEADICAM OPERATOR - RTV VOJVODINA

Use of steadicam for various shoots for commercials or other media

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 Reelflow, Solidangle Arnold, Vicon Boujou,SynthEyes, MEL programming language, Unity Engine, RealityCapture

OTHER SKILLS

Computer technician,Photography, filming, steadicam operator