

## CONTACT

Novi Sad, Serbia

+381 69 491 6160

marko.cveticanin@outlook.com

www.mcvfx.com

## CORE TOOLS

Autodesk Maya
Arnold
Adobe Photoshop

## PRODUCTION SKILLS

Hard-surface modeling
Environment modeling
Retopology and UV mapping
Texturing and shading
Lighting and rendering
Animation

## REAL TIME AND SCANNING

Unity asset integration
Game asset optimization
AR and VR content
RealityCapture
LiDAR scanning

## LANGUAGES

**Serbian**
Native

**English**
Fluent

**German**
Conversational

# MARKO CVETICANIN

## SENIOR 3D GENERALIST

Maya and Arnold / AI Workflows

## PROFILE

3D generalist with 17+ years of experience across film VFX, commercials, games and interactive projects. Production background in modeling, texturing, shading, animation and rendering, with Autodesk Maya and Arnold as core tools.

Experience includes game asset optimization, scan retopology and Unity integration, alongside building and troubleshooting ComfyUI workflows for AI-assisted visual production.

## PROFESSIONAL EXPERIENCE

### QUBE 3D Studio

3D Artist / AI Workflow Integrator | Serbia

- Created 3D models, textures, shaders and renders for slot games.
- Prepared and integrated slot-game assets in Unity, with light scripting support.
- Configured ComfyUI and Stable Diffusion and optimized AI-assisted workflows for slot-game visual production; experimented with LoRA training.

### Tigloos Games

3D Vehicle / Hard Surface Modeler | Istanbul, Türkiye

- Modeled cars and other vehicle assets for Fixer: Car Mechanic's Journey, a mobile car-mechanic game.
- Created UV layouts for vehicle models and optimized geometry for real-time game use.

View game on Google Play

### BOMSolutions

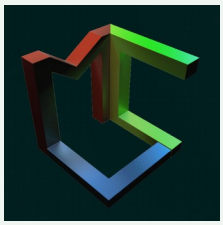
CG Generalist | Serbia

- Produced models, textures, animation, dynamic simulations, shading and renders.
- Created content for AR/VR applications and performed 3D scanning and retopology.

### 3Lateral

Technical Modeler | Serbia

- Worked on retopology of scanned actors, modeling and texturing.



**MARKO CVETICANIN**

3D and AI production

## AI WORKFLOWS

ComfyUI setup and troubleshooting

Stable Diffusion workflows

Workflow optimization

LoRA training experimentation

## ADDITIONAL TOOLS

Adobe After Effects
Adobe Premiere Pro
RealFlow
Boujou
SynthEyes
MEL

## EDUCATION AND TRAINING

### Chiron School for Creative Technologies

Belgrade, Serbia
2006–2009

### Autodesk Authorized Training Center certifications

Maya Essentials
Modeling and Rendering
Character Rigging and Animation
Dynamics and MEL

## PORTFOLIO

www.mcvfx.com

## ADDITIONAL EXPERIENCE

### Eipix Entertainment

CG Generalist | Serbia

- Created 3D models, textures and animation for hidden object puzzle adventure games.

### Spring Onion

CG Generalist | Serbia

- Produced 3D models, textures and animation for commercials.

### Maven Studio

CG Generalist | Serbia

- Worked on medical animation, including modeling, animation, compositing, shading and rendering.

### Deform Studio

CG Generalist | Serbia

- Created characters, environments, vehicles and textures for games and commercials.

### Telic Group

CG Generalist | United Kingdom

- Created 3D models, characters, environments, vehicles and textures for film projects.

### Hypersonix Music

Freelance 3D Artist | United States

- Created models, characters and environments for a music game.

### Quick Start Kids LLC / Wowzies

Freelance 3D Artist | United States

- Created models, characters, environments and vehicles for a virtual theme park.

## TEACHING AND COLLABORATION

### Instructor and Assistant | Chiron

Taught polygon modeling, shading, texturing, rendering, animation and special effects, including one year as an instructor. Supported students through practical exercises and technical problem-solving.

Experience coordinating small teams and presenting AR/VR products at industry events, including CIFIT 2019 and NSVirtual 2018 and 2019.