

MARKO IVANOVIC

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Summary

Highly motivated and result-oriented 3D artist with a keen eye for photorealism. Obsessed with self-improvement and highly-passionate to work with and learn from other industry professionals. Has a strong work ethic and is willing to do whatever it takes to get the job done.

Highlights

Skills:

- High/Low poly modeling
- Organic/Hardsurface modeling
- Lighting/rendering/image post-processing
- Advanced knowledge of human anatomy
- Understanding of cloth folds
- Photo-realistic texture painting
- UV Mapping and Unwrapping
- Normal/Displacement map baking
- Basic rigging/posing

Software:

- 3ds Max
- Zbrush
- Mudbox
- Photoshop
- Vray
- Marmoset
- After-Effects/Premiere
- Illustrator

Experience

Freelance 3D Artist

Jun 2013 to Current

December 2013

Client: ZoDev

Modified, optimized and updated the textures of a character model.

September 2013

Client: ZoDev

Modeled and textured high poly character from concept.

August 2013

Client: Scrybo.com

Responsible for creating a high quality 3D advertisement poster with multiple characters and assets.

Contributor

Nov 2010 to Current

Istockphoto

Created over 80 high quality, high resolution 3D stock photographs. Work included creative image design, modeling, texturing and rendering of various objects and characters.

Graphic Designer

Oct 2008 to Jan 2011

Teen Challenge Serbia — Novi Sad, Serbia

Responsible for designing advertisement material including monthly newsletters, fliers, billboards, t-shirts and other.

Education

High School Diploma, Multimedia

2012

Electrical Engineering "Jovan Grcic Milenko" — Novi Sad, Serbia

- Participated in additional classes for adobe software.