

VLADIMIR PETKOVIĆ

WORK EXPERIENCE

- Adobe Systems (US), Senior 3D artist** *2016 - current*
- Part of "[Project Felix](#)" development team (content management).
 - Content creation for "[Adobe Fuse](#)" and Creative Cloud departments
- IKEA (Sweden), 3D Lead** *2017*
- Case study of the 3D productions pipeline (partnership with Scansite)
- Old Navy (US), 3D Lead** *2017*
- Case study of the 3D productions pipeline (partnership with Scansite)
- Maxon (Germany), 3D Artist** *2016*
- Original artwork for Cinema 4D R18 branding and for Maxon's 30th anniversary.
- Restoration Hardware (US), Lead 3D Artist** *2015 - 2017*
- Implementation of the 3D digital asset production workflow.
- Oracle (US), Senior 3D Artist** *2013 - 2015*
- Concept work and visual implementation of campaigns: Oracle Cloud, Big Data, Primavera, DB In Memory, DBLRA, Apps Strategy, Solaris and more.
- Mixamo (US), 3D Environment and Character Artist** *2013, 2015*
- Modeling and texturing environment assets for short movie "[Unplugged](#)".
 - Game character design (sculpting, modeling, texturing).
- Imagination Studios (Sweden), Texture Supervisor/3D Generalist** *During 2012*
- Managed and led texture artist team of two people on a game development projects "[World of War Planes](#)" and "[World of Warships](#)".
 - Texturing, modeling and animating assets for titles mentioned above.
- Crater Studio (Serbia), 3D Generalist** *2011 - 2012*
- Environment artist and a 3D generalist for SyFy's show "[Eureka](#)".
- Academic Film Center (Serbia), 3D Artist** *2011 - 2012*
- 3D modeling for the motion picture "[Ozone](#)".
- ABB (Switzerland), Graphics Designer** *2007 - 2009*

TECHNICAL SKILLS

- Autodesk Maya, 3D Studio Max and Mudbox | Zbrush | Real Flow | Cinema 4D
- Marvelous Designer | 3D Coat | TopoGun | xNormal | Substance Painter and Designer
- V-Ray, Arnold and Mental Ray rendering engines
- Adobe Photoshop, Illustrator, After Effects and Premier | Agisoft Photoscan
- Microsoft Windows, Mac OS X and Linux platforms | Html, CSS
- Unity and Unreal game engines (base knowledge)

EDUCATION

- Belgrade Metropolitan University** *Summer 2012*
- Bachelor of Fine Arts.
- Chiron Autodesk Training Center** *Summer 2009*
- Autodesk Maya Certificates: Modeling, Rendering, Character Rigging and Animation

ACTIVITIES & ACHIEVEMENTS

- Completed [Mensa](#) test with IQ > 156.
- Snowboarding, skiing, cycling, hiking.
- Ninjutsu martial arts.