

VLADIMIR PETKOVIĆ

WORK EXPERIENCE	Adobe Systems (Full time) , Senior 3D artist, Art Director <i>2016 - current</i> <ul style="list-style-type: none">• Core member of the "Adobe Dimension" development team.• Art Director on the Project Lens team.	
	Google (Project) , 3D Lead <i>2017</i> <ul style="list-style-type: none">• Photo realistic 3D model creation, texturing, and rendering.	
	Ikea (Project) , 3D Lead <i>2017</i> <ul style="list-style-type: none">• Photo realistic 3D model creation, texturing, and rendering.	
	Old Navy (Project) , 3D Lead <i>2017</i> <ul style="list-style-type: none">• Photo realistic 3D model creation, texturing, and rendering.	
	Maxon (Project) , 3D Artist <i>2016</i> <ul style="list-style-type: none">• Original artwork for Cinema 4D R18 branding and for Maxon's 30th anniversary.	
	Restoration Hardware (Full time) , Lead 3D Artist <i>2015 - 2017</i> <ul style="list-style-type: none">• 3D digital asset production workflow research.	
	Oracle (Full time) , Senior 3D Artist <i>2013 - 2015</i> <ul style="list-style-type: none">• Visual implementation of Oracle prime campaigns (Oracle Cloud, Big Data, ...).	
	Mixamo (Full time) , 3D Environment and Character Artist <i>2013, 2015</i> <ul style="list-style-type: none">• Modeling and texturing environment assets for short movie "Unplugged".• Game character design (sculpting, modeling, texturing).	
	Imagination Studios (Project) , Texture Supervisor/3D Generalist <i>During 2012</i> <ul style="list-style-type: none">• Managed and led texture artist team a game development projects "World of War Planes" and "World of Warships".• Texturing, modeling, and animating assets for the titles mentioned above.	
	Crater Studio (Full time) , 3D Generalist <i>2011 - 2012</i> <ul style="list-style-type: none">• Environment artist and a 3D generalist for SyFy's show "Eureka".	
	Academic Film Center (Project) , 3D Artist <i>2011 - 2012</i> <ul style="list-style-type: none">• 3D modeling for the motion picture "Ozone".	
	ABB (Full time) , Graphics Designer <i>2007 - 2009</i> <ul style="list-style-type: none">• Icon design for ABB's Execution manager application.	
	TECHNICAL SKILLS	<ul style="list-style-type: none">• 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 PBR workflow• Adobe Photoshop, Illustrator, After Effects and Premier Agisoft Photoscan• Microsoft Windows, Mac OS X and Linux platforms Html, CSS• Unity and Unreal game engines
		EDUCATION
Belgrade Metropolitan University <i>Summer 2012</i> <ul style="list-style-type: none">• Bachelor of Fine Arts.		
Chiron Autodesk Training Center <i>Summer 2009</i> <ul style="list-style-type: none">• Autodesk Maya Certificates: Modeling, Rendering, Character Rigging and Animation		
ACTIVITIES & ACHIEVEMENTS	<ul style="list-style-type: none">• Completed Mensa test with IQ > 156.• Snowboarding, skiing, cycling, hiking, spearfishing.• Ninjutsu martial arts.	