

# Miroslav Malesevic

## 3D Generalist

### Education:

- Civil Engineer -  
College of Civil Engineering  
and Survey  
Belgrade, Serbia 2001
- Civil engineering technician -  
High school for civil engineering  
Belgrade, Serbia 1994

### Software used:

• Softimage	
• 3DS Max	
• After Effects	
• Photoshop	
• C4D	
• Sketchup	
• Solidworks	
• Dreamweaver CS6	
• VUE	
• Unity 3D	
• Zbrush	

### Skills:

- reading and creating blueprints
- modeling high and low poly count
- texturing and lighting
- simulation and particle system
- rigging and animation
- stereoscopic 3D
- motion tracking
- rotoscoping
- compositing
- html/CSS

### Contact:

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### Online Portfolio:

[www.illusionmill.com](http://www.illusionmill.com)

### Work experience and responsibilities:

- **08/14 - present - Ga Tech | ImagineLab - Digital Designer**
- **02/14 - 06/14 - Hampstead Lighting - Designer**
  - o Communicating design between costumer and production through 3D modeling
  - o Creating presentation and shop drawings in Solidworks, InDesign and Word
  - o Creating Installation Instructions
- **11/12 - 05/13 - After Dark Films/Bipolar Bear Production - Freelance VFX Artist\3D Generalist**
  - o Creating 3D animations for VFX and proxies for pre-viz in Softimage and C4D
  - o motion tracking, rotoscoping and compositing in after effects and mocha
- **07/08 - 05/12 - Rival Industries inc. - 3D Artist\Lead modeler**
  - o collecting assets, preparing reference images and additional information related to projects
  - o communicating with client and art director
  - o creating high quality 3d models from blueprints, sketches, photographs
  - o texturing, lighting, rendering,
  - o rigging, animation, simulation, particle system
  - o creating textures and models for game engine
  - o creating, importing and testing models and animation for real-time game engine deployment
  - o managing render farm
  - o training and mentoring other artist in 3D modeling
  - o researched new 3D tools and evaluating trends in 3D technology and content creation

### Notable Projects:

- “Getaway” – Warner Brothers featured movie with Ethan Hawk, Selena Gomez and Jon Voight
  - o Creating 3D animations for VFX and proxies for pre-viz; motion tracking, rotoscoping, compositing
- The Virtual Woodruff Arts Center “Artsville Atlanta” Phase One developed in Kaneva
  - o modeling low poly count models, texturing, animation, export to real-time game engine
- Samsung’s inaugural “Race to innovation” award for “AT&T Virtual home” Unity 3D application at 2010 Digital Signage Expo Las Vegas NV, 03/10
  - o modeling, texturing, lighting, prepare and export models to game engine
- Animated sequence for award winning independent film “General Orders No. 9” 01/09
  - o modeling, rendering