

Miroslav Malesevic

Interaction designer












Education:

- MS-HCI - GATECH - 2019
- Civil Engineer - College of Civil Engineering and Geodesy Belgrade, Serbia 2001
- Civil engineering technician - High school for civil engineering Belgrade, Serbia 1994

Certificates:

Drone Pilot License

Software used:

- 3ds Max 
- After Effects 
- Photoshop 
- Illustrator 
- Syntheyes 
- Unity 3D 
- Speedtree 
- CityEngine 
- Solidworks 
- Agisoft 
- ArcMap 

Skills:

3D Design:

- modeling high and low poly models
- texturing /PS/AI
- simulation and particle system
- rigging and animation
- photogrammetry/Agisoft
- AR/VR/Unity 3D
- 3D print/Fusion360

2D Design:

- camera tracking/Syntheyes
- compositing/After Effects/PS
- wireframing/Balsamiq/Sketch/AI
- UI /Axure/InVision

Prototyping:

- 3D print
- Laser cutting
- Arduino
- Processing

UX:

Qualitative & Quantitative research |
Task analysis | Persona development |
Design prototype | HE | User testing |

Contact:

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Work experience and responsibilities:

- **08/14 - present - GATECH | IMAGINE Lab/CSPAV - Digital Designer**
 - o Collecting data via satellite imagery, drones, photos
 - o Creating 3D point clouds, photogrammetry meshes, low and high poly models for renderings, animations and game engine
 - o Creating and maintaining 3D library
 - o Creating 3D animations for architectural visualization using drone footage, 3D models and VFX
 - o Designing interactive applications for architectural visualization for mobile, browser, and desktop
 - o Designing and developing AR/VR applications
 - o Tutoring graduate and undergraduate students in 3D software and visualization
 - o Managing projects, students, servers, render farm, software, budget
 - o Responsible for hiring students
 - o Communicating with internal and external clients
- **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