

# Vojislav Milanovic

## 3D artist

AGE: 29  
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## software experience

lightWave3D 9 (expert knowledge, 10 years of experience in LW)  
zbrush 3.5 (intermediate knowledge)  
Softimage XSI (novice level of knowledge)

adobe photoshop CS3 (advanced knowledge)  
adobe after effects CS3 (advanced knowledge)  
adobe premiere pro CS3 (advanced knowledge)

corel draw (intermediate knowledge)

## employment history

COMPANY: **Banja Luka College of Communications, Banja Luka, Bosnia** September '08-  
JOB TITLE: Lecturer  
ROLE: Lecturer on subjects Applied Informatics I and II (Photoshop, Corel Draw and Flash), Video Editing and Post processing and Film Production

COMPANY: **AEON Production**, Subsidiary of Aquarius Ogilvy Advertising, Banja Luka, Bosnia November '08-December '09  
JOB TITLE: Lead artist  
ROLE: 3D Animator, 3D Modeler, Texturer, Render handling, Video editing, Post processing, also played the main role in setting the studio from ground up

COMPANY: **3D Creative Magazine** March '08–August'08  
JOB TITLE: Freelance Artist  
ROLE: Wrote extensive tutorial series on vehicle modeling, texturing, rendering and compositing of Bugatti Veyron. Total of 250 pages of tutorials.

COMPANY: **Animated Biomedical Productions**, Sydney November '06-November '07  
JOB TITLE: Lead artist of the Pearson's unit  
ROLE: 3D Animator:- Pearson's Campell Riece Biology education series, New York, US; Lead animator: Tokushima university projects, Osaka, Japan

COMPANY: **aniGraph studios**, Banja Luka March '06-July '06

JOB TITLE: Freelance Artist  
 ROLE: Character developer and modeler - A Fairy Tale project

COMPANY: **Banja Luka College of Communications** Feb '06-June '06  
 JOB TITLE: Assistant  
 ROLE: Assistant for Video Production and Editing subject held by Mrs. Gordana Zafranovic, Belgrade Film Academy, Serbia

COMPANY: **3D Creative Magazine** August '05–December'06  
 JOB TITLE: Freelance Artist  
 ROLE: Adaptation of The Joan of Ark and The Swordmaster tutorial series from 3DSMAX to Lightwave 3D. Total of 250 pages of tutorials.

COMPANY: **Orange Solutions**, Banja Luka Sep '05 – June '06  
 JOB TITLE: 3D Artist/Animator  
 ROLE: Team leader for various presentation projects, mostly for government needs

COMPANY: **freelancing** Feb '04 – Sep '05  
 JOB TITLE: Freelance artist  
 ROLE: Worked on various domestic and foreign projects mostly animated parts of TV commercials for local TV stations

COMPANY: **www.digitaljuice.com**, Florida, U.S.A Sep '03 – Feb '04  
 JOB TITLE: Freelance artist  
 ROLE: Production of 3D animated looping backgrounds

COMPANY: **aniGraph studios**, Banja Luka 1999 - 2003  
 JOB TITLE: Lead 3D Artist  
 ROLE: co-founder and lead animator on various TV commercial projects

## education

*College* **Banja Luka College of Communications** 2003-2007  
 Multimedia design in communications

## artistic skills

- Modeling products, architectural interiors and exteriors, environments and characters
- Texturing, organic and environments
- Animation
- Lighting & rendering, multi-pass rendering
- Special FX
- Character Design
- Video editing and postprocessing
- Print design
- Storyboarding
- Photography

## personal interests

Life drawing, photography, swimming and very long walks.