

GORAN KLJAJEVIC

Website: www.3dhammer.de
E-mail: goran.kljajevic@gmail.com
Ginsterweg 53, 70186 Stuttgart, Germany
Contact number: +4915120928179
Date of birth: 27th January, 1984

PROFESSIONAL SUMMARY

A motivated 3D & VFX artist and animator, with more than 5 years of professional experience. Worked in multiple roles with diverse teams of artists, producers and programmers to meet deadline under often accelerated delivery schedules. Collaborative and supportive working style with strong creative and problem-solving skills.

CORE QUALIFICATION

Art Skills: 3D Character Animation, Rigging, 3D Modeling and Sculpting, UV Mapping, Texturing, Rendering, Video Compositing, 3D Tracking.
Software Skills: Autodesk Maya, 3D Studio Max, Autodesk VRED, Auto CAD, Adobe After Effects, Adobe Photoshop, Adobe Illustrator, Z-Brush, Real Flow, Boujou 5.

PROFESSIONAL EXPERIENCE

3D artist
Booming games

July 2014 - present

Summary

Developing full slot game lifecycle, creating models and animation from concept through to completion. Creating the ideas for all game design and logos for the site. Communicate with art director in order to maximize productivity and increase quality of games.

Responsibilities

- Concepted layout, design and back story for a gameplay environment.
- Took the scene from concept to completion: modeling, texturing, composition and lightning.
- Developing animated 3D models of characters and objects and provided lightning.
- Interface design and symbol animation.
- Modeling and animating characters and background effects.
- Prepared objects, generic environment and set for production.
- Deploy on server.
- Completing projects prior to deadlines.

Published games (<https://booming-games.com/>)

- Hero Glyphic
- Web of Darkness
- Stellar Stones
- Booming 7
- Crazy Zoo
- Gucha Trumpet
- Big Chief
- Gaming Stars

3D artist
Freelance projects

July 2012 - July 2014

"A century of the daring ones", documentary movie, Radio Television Serbia: Modeling, texturing and animation of "Farman" airplane and missile system "Neva" using Maya software. Footage rotoscoping in After Effects.

(<http://www.youtube.com/watch?v=RemXUqZUD4w>)

"Milunka Savic - Heroine of the Great War", documentary movie, Radio Television Serbia: Modelling and rendering of submarine model in Maya.

(<http://www.youtube.com/watch?v=Q10Mczx7hv4>)

"Cree Introduces - The Biggest Thing Since the Light Bulb" advertisement, Cree: Full interior and light bulb model modeling and animation. Interior render. Technologies used: Maya and After Effects.

(<http://www.youtube.com/watch?v=jnVw0doTbJ4>)

Develop *Ford Focus* model for online drive testing. UV mapping and car interior texturing. Environment concept and modeling in Maya and 3D Studio Max. Software plugins used *Forest Pack* and *Carbon Scater*. Camera animation for car entry.

Assistant professor
Department of Multimedia and Digital television

December 2012 - February 2014

School of Electrical and Computer Engineering of Applied Studies, Belgrade, Serbia

Instructed students of all skill levels in the use of Maya and AfterEffect and directed them in the production of individual creative projects using the software. Supervision student projects and evaluating their progress. Writing workbooks and manuals for software usability.

Assistant professor of Maya modeling and rendering

December 2012 - March 2013

Chiron Academy, Belgrade, Serbia

Responsible for introduction students in the use of Maya modeling, rendering and texturing. Evaluating student progress and manage projects.

EDUCATION

Chiron Academy
Belgrade, Serbia, 2012

3D modeling - NURBS surfaces, polygonal and subdivision modeling.

Rendering - Texturing, lightning, UV mapping.

Special effects - Animation, dynamics, fluids effects.

Post-production - Camera tracking, compositing.

CAD Mechanical Technician High School

Varvarin, Serbia, 1999-2003

CERTIFICATES

Autodesk certificates:

- **Maya Modeling**, August 2012.
- **Maya Rendering**, October 2012.
- **Mel Programming**, November 2012.
- **Maya 2013 Certified Professional**, November 2012.
- **Maya Dynamics**, December 2012.

PUBLICATIONS

2013, *Mr. Trstenjak S., Kljajevic G., Jevtic P.* Multimedia Post-production, *School of Electrical and Computer Engineering of Applied Studies, Belgrade.*

LANGUAGES

Serbian mother tongue.

English good written and spoken.

Germany beginner level.

OTHER SKILLS

Drawing. 2D illustration. Industrial design.

Propensity towards team work and knowledge sharing.

Dedicated to work and personal development. Quickly learn and gaining new skills.

Sense of organization.