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Vladimir Miloshevich

Skills

Traditional art and illustration, 3D character animation; 3D modeling; 3D sculpting; Lighting and rendering; VFX making; compositing; drawing; painting; editing, directing, cinematography.

Experience

2013-2014 Simulation Curriculum Corp Minnetonka, MN, USA
3D Low-poly modeling
3D low-poly model-making for professional astronomy software “Starry Night”.

2013 BitAteBit Netherlands
2D art
Working with Jesse Venbrux on joined project for mobile video game “Mosquito Island”. Published for android and iOS.

2013 Adbeat San Francisco, USA
2D/3D art and motion/video graphics
Working on the promotional, several minute long video for the entrepreneur Mike Colella.

2012-2013 Probert Design Boston, USA
3D Hi-poly modeling
Working closely with renown designer Andrew Probert (designer of the Star Trek The Next Generation Enterprise -D-), on the new and hi detailed Enterprise 1701-F 3D model.

2012	Adbeat	San Francisco, USA
Motion graphics		
Design, drawings and motion graphics video composition.		
2011	Game2be	Sydney, AUSTRALIA
3D graphics and design		
Complete 3D graphics and design for slot video game, made in Unity 3D game engine.		
2010	Planet Postmoderna	Denver/Colorado, USA
Concept art, 3D modeling, graphic and web design		
Concept art and 3D modeling for Planet Postmoderna video game (in development). Graphic and web design.		
2010	Jacque Blaze Production	Los Angeles, USA
3D artist		
3D modeling animation and editing of Intro for DVD "Love Unraveled".		
2010	Fanatic Games	CZECH REPUBLIC
3D modeler		
3D low-poly modeling.		
2009-2010	ADA sport /Kings team	Los Angeles, USA
3D artist		
Complete work (3D modeling, rigging and character setup, texture painting, 3D character animation, lighting and rendering, directing, compositing and editing) for two projects "Dogday Afternoon" and "Astro Funky Band".		
2008	Mighty Toonheadz Entertainment Ltd	London, UNITED KINGDOM
3D character animator		
3D character animation for 3D animation series pilot "Mighty Lil' Spinnerz".		
2005-2012	Imaginova Canada	Toronto, CANADA
3D modeler		
3D model making for feature software "Starry Night 6"		
2007	Starlight Learning Inc.	Toronto, CANADA
3D artist		
3D animation and post production for feature web documentary Starlight Learning.		

2006-2007 Metamorf Studios developer (Dreamcatcher publisher) Belgrade, SERBIA
3D artist
Modeling, animation, rendering, compositing and editing for feature PC video game “Genesis Rising”

2003-2006 Watchout advertising Belgrade, SERBIA
3D artist
3D animation, 3D model making, post production and compositing for TV commercials .

2001-2004
Director and VFX supervisor
Making short indie SF and horror feature films and VFX for them.

Education

1995-1999 Design and Arts School
Belgrade, SERBIA
Class – Fashion And Textile Design
Advanced Diploma

1993-1997 Comic art School “Djordje Lobacev”
Belgrade, SERBIA
Comic book artist
Apprenticeship. Vladimir Vesovic teacher.

Interests

Traditional art and illustration, 3D art, video games, film making, cinematography, sci-fi and fantasy genre movies and games. Healthy lifestyle.

Graphic/animation software

Autodesk Maya, Autodesk Mudbox, Topogun, Pixologic ZBrush, Adobe Photoshop, 3D coat, World Machine 2, UDK, Cryengine 3, Eshentel engine, Unity 3D, Pixar Renderman, Maxwell render, V-ray render, Arnold render, Adobe After Effects, Sony Vegas, Adobe Muse, Adobe Flash, Adobe Illustrator, Adobe Premier, The Pixel Farm PFTrack, Drawing, Painting, Film directing, Film editing, Productio, Cinematography.

Tips

Constant learning of my trade. Good in team work, problem solving, like every kind of challenge and love to join every creative environment.

References

Available upon request.