



# MILAN SAMARDŽIĆ

CG ENVIRONMENT ARTIST

## TECHNICAL SKILLS

- 3DS MAX / C4D
- ZBRUSH
- SUBSTANCE PAINTER
- 3D COAT
- UNREAL ENGINE
- UNITY 3D
- WORLD MACHINE
- MEGASCANS STUDIO

## PROFESSIONAL SKILLS

- Organized to work efficiently under different schedules
- Understanding of visual aesthetics and composition
- Academic background in visual art drawing, painting, sculpting etc.
- Able to take criticism
- Passionate about learning new skills and workflows
- Understanding team working situations from experience

## PROFILE

I am an experienced 3D artist seeking a full-time position in the field of environment and prop art where I can apply my knowledge and skills for continuous improvement. Looking forward to meet new people and exchange ideas and knowledge.

## EXPERIENCE

### DOOB 3D LABS

3D MODELER | JAN 2017 - OCT 2017

- 3D Modeling & texturing characters, various assets and figures for 3D print
- Working with photogrammetry data, polishing scanned models

### SAMADESIGN

3D ARTIST | AUG 2012 - DEC 2016

- Production 3D visuals for print & video & web
- Architecture visualisation
- Product visualisation & animation

## EDUCATION

### BACHELOR OF FINE ART

MAJOR, VISUAL ART | AUG 2014 - DEC 2017  
INDIPENDENT UNIVERSITY OF BANJA LUKA