

Djordje Radojic
Nova 114, 9a/20, 11060 Belgrade, Serbia
wildcoyote.radojic@gmail.com
www.3dradojic.com

Objective: hard surface modeler

Highlights of qualification:

5 years of experience in 3D
strong modeling skills (poly, NURBS, SubD)
experience in 3D animation in Maya
knowledge of Mental Ray
knowledge of Photoshop
basic knowledge of Studio Tools
strong resolving ability

Work experience:

freelance modeler - Belgrade, Serbia

making all kinds of 3D hard surface models, shading, texturing, rendering, animation and post production of them

assistant - Chiron (Autodesk certified training center), Belgrade, Serbia

worked as an assistant at 3D1 course. Helped students to finish their practices and lectured less important stuff.

Education:

Belgrade Polytechnic – currently 1st year of product design studies

Chiron 3D3 course - SFX course at Peter Bakics (worked as TD at ILM) Chiron. It covers: MEL scripting, expressions, soft and hard body dynamics, particles, cloth (classic, ncloth), hair, fur, camera tracking and matching (Boujuou), image based modeling, set extension, compositing (After Effects), Mental Ray and RenderMan rendering techniques

Chiron 3D2 course - character set-up, design, traditional animation techniques, 3D character animation

Chiron 3D1 course - Maya essentials, modeling (NURBS, poly, SubD), shading, texturing, lightning, rendering, basics of animation and basics in Studio Tools

Achievements:

2004. and 2005. - two car designs displayed on SAT (serbian car magazine/tv show) stand at Belgrade car fair

Hobbies:

car design
drawing