

curriculum vitae	
Personal information	
Surname / First name	Ivanović Dejan
Address	Sarajevska 2A / 9, 11000 Belgrade, Serbia
Telephone	Mobile: + 381 64 190 28 14 Home: + 381 11 264 59 52
E-mail	divanovic3d@gmail.com
Nationality	Serbian
Date of birth	May 24th 1977
Online showreel	www.deform.rs/divanovic
Highlights	
	<ul style="list-style-type: none"> * Feature film lighting and rendering experience * More than 10 years of professional experience in 3D modeling, animation and rendering. * Over 5 years experience in teaching students various aspects of 3D production * Certified Autodesk Maya Instructor (License: 10661301) * Comfortable with MentalRay, V-Ray and Arnold engines, some experience with PRman * Programming in MEL and Python mostly writing custom scripts and workflow tools * Experience in leading and coordinating teams on various projects * Active member of several major online communities dedicated to 3D professionals
Work experience	
Dates	Jan 2010 to date
Occupation or position held	Generalist TD
Main activities and responsibilities	Modeling, texturing, lighting, rendering and project supervision in all other aspects
Employer	<u>Deform CG Studio</u> , Belgrade, Serbia (www.deform.rs)
Type of business or sector	Film / Games / TVC
Software used	Autodesk Maya / 3DS Max / MRay / V-Ray / Arnold / ZBrush / Nuke
Clients	<u>Virgin Lands GMBH</u> , Germany (www.virgin-lands.com) <u>Talking Pictures</u> , Bahrain (www.talking-pictures.net) <u>Rolling Thunder</u> , Dubai, United Arab Emirates (www.rtdubai.com) <u>Lipton, UK</u> (www.lipton.com) <u>Posh & Media</u> , Belgrade, Serbia (www.posh.rs)
Dates	June 2011 - Aug 2011
Occupation or position held	Lighting and rendering artist
Main activities and responsibilities	Feature film lighting, rendering and compositing on a LucasFilms "Red Tails" feature film
Employer	<u>UPP</u> - Universal Production Partners -a Czech visual effects company (www.upp.cz)
Type of business or sector	Lighting / Rendering / Compositing
Software used	Autodesk Maya / MentalRay / Nuke
Dates	June 2007 - Dec 2009
Occupation or position held	Animation instructor and CG supervisor
Main activities and responsibilities	Teaching character rigging and animation, studio projects supervision Shading, rendering and compositing on studio projects, outsourced for USA companies
Employer	<u>Chiron d.o.o. Belgrade, Serbia</u> - Autodesk certified training centre (www.chiron.edu.rs)
Type of business or sector	Character Animation/ Scripting / Shading / Rendering /
Software used	Autodesk Maya / Nuke / MotionBuilder / MentalRay / V-Ray

Dates	Jan 2007 - June 2007
Occupation or position held	Animation course assistant
Main activities and responsibilities	Assisting students along their animation/rigging course
Employer	Chiron d.o.o. Belgrade, Serbia - Autodesk certified training centre (www.chiron.edu.rs)
Type of business or sector	Character Animation/Rigging
Software used	Autodesk Maya / MotionBuilder

Dates	Dec 2007 - Dec 2009
Occupation or position held	3D Technical Animation and Rendering
Main activities and responsibilities	Making of dynamic fluid simulations Modeling, shading, lighting and rendering
Clients	J.T.Baker, Netherlands (www.mallbaker.com) Proxcys, Netherlands (www.proxcys.com) Montenegro Airlines, Montenegro (www.montenegroairlines.com) DAB Production, Montenegro
Type of business or sector	Modeling / Shading / Dynamics / Rendering /
Software used	Autodesk Maya / ZBrush / Nuke / AfterEffects

Dates	Dec 2006 - Dec 2007
Occupation or position held	3D Character Animation
Main activities and responsibilities	Modeling and preparation of character for animation / rigging / skinning Character animation for various TVC's Shading / lighting / rendering / compositing
Employer	Telic-corp, UK (www.telic-corp.com)
Clients	Gunther VolksWagen of Coconut Creek, South Florida, USA (www.gunthervw.net) Toyota, Japan Mills caviar, Netherlands Carphone, USA Slovenian Sport Lottery, Ljubljana, Slovenia Total Advertising, Kragujevac, Serbia (www.total-adv.com/)
Type of business or sector	Character Modeling / Animation / Rigging
Software used	Autodesk 3DStudio Max / Maya

Dates	July 2001 - February 2006
Occupation or position held	3D Visualization artist
Main activities and responsibilities	Making of presentations from given CAD drawings, 3D modelling, Custom texture and material creation, post-production, animation Making of interactive Flash presentations
Name of employer	Design Imaging, USA (www.designimaging.us) Debbie Toohey & Associates, Palm Springs, USA (www.debbietoohy.com) J.T. Baker, Deventer, Netherlands (www.mallbaker.com) Virtual Graphics Inc. Vancouver, Canada (www.virtualgraphics.ca) Co-Co Atelier, Belgrade, Serbia Arhiram studio, Belgrade, Serbia Dekoros, Belgrade, Serbia
Type of business or sector	Architectural visualization
Software used	Autodesk 3DStudio Max, Adobe Photoshop, Vray, Autodesk Combustion

Education and training	
Title of qualification to be awarded	Interior designer
Principal subjects/Occupational skills covered	Architectural and urban planning, product and interior design
Name and type of organisation providing education and training	Faculty of Art and Design, Belgrade, Serbia
Title of qualification to be awarded	Associate of architecture
Principal subjects/Occupational skills covered	Construction systems
Name and type of organisation providing education and training	Faculty of Architecture, Belgrade, Serbia
Dates	April 2013 – to date
Title of qualification to be awarded	Autodesk Maya Certified Instructor (ACI) - License: 10661301
Principal subjects/Occupational skills covered	Modeling / Texturing / Lighting / Rigging / Scripting / Animation / VFX
Name and type of organisation providing education and training	Autodesk (www.autodesk.com)
Dates	November 2007 – March 2013
Title of qualification to be awarded	Autodesk Maya Instructor (ID: 42828)
Principal subjects/Occupational skills covered	Modeling / Texturing / Shading / Rigging / Animation
Name and type of organisation providing education and training	Chiron d.o.o. Belgrade, Serbia - Autodesk certified training centre (www.chiron.edu.rs)
Dates	February 2006 – October 2006
Title of qualification to be awarded	Autodesk Maya – Modeling, Rigging & Character Animation certificate
Principal subjects/Occupational skills covered	Principles of Rigging and Animation / Classic animation / Body mechanics / Facial expression / Lip-sync
Name and type of organisation providing education and training	Chiron d.o.o. Belgrade, Serbia - Autodesk certified training centre (www.chiron.edu.rs)
Personal skills and competences	
Mother tongue(s)	Serbian
Other language(s)	English
<i>Self-assessment</i>	Understanding
<i>European level</i>	Proficient user
	Speaking
	Proficient user
	Writing
	Independent user
Toolkit	Autodesk Maya & 3DStudio Max Pixologic Zbrush The Foundry Nuke MEL & Python MentalRay, V-Ray, Arnold Nextlimit RealFlow
Social and organisational skills	Enjoying working within a big team Focused while working under pressure Good communication skills gained through my work as a freelance artist Experienced in small team management and coordination

References and work samples available upon request