



Samir Hadzovic

(773) 368-3163

Hadzovicsamir3d@gmail.com

SUMMARY OF QUALIFICATIONS

Resourceful and inventive individual creating 3D Models. Inspired by various types of environmental modeling, background includes Asset Modeling, Environmental Modeling and Texturing.

EDUCATION

The Illinois Institute of Art-Chicago

Bachelor of Fine Arts, Game Art & Design, 2015

BEST IN SHOW WINNER, 2015 Winter Portfolio Show

Skills

- Autodesk Maya
- Marmoset
- Quixel
- Zbrush
- Keyshot
- After Effects
- V-Ray
- Unreal Engine
- Photoshop
- Premier
- Unity Engine
- 3D Printing

WORK EXPERIENCE

Environmental Modeling

- Applying various programs to re-create real life or fictional places
- Creating visual stories to represent concepts of real life environments
- Integrating and developing visual elements to produce desired visual effects and moods
- Researching various types of artwork to create a believable concept in a 3D scene

Texturing

- Researching, planning and creating textures using various software programs
- Compare and contrast various versions of the object created
- Researching multiple variations of objects to determine the desired result
- Previewing textures to determine quality of finished product

Team Game Project

- Collaborating with various artists to establish the type of environment and objective of project
- Brainstorming various assets to determine what best fits the environment
- Creating various assets to complete a realistic scene

WORK HISTORY

Digital Iris LLC

3D Modeler/Environmental

April 2016 – present

Milwaukee, WI

- Create high quality assets that match visual targets
- Integrate assets into complex worlds to improve visual aesthetics and composition
- Build unique and modular structures and other manmade props
- Sculpt plausible and impressive natural landmarks
- Create believable plant-life and geological features for human and alien worlds

Website: Hadzovicsamir3d.weebly.com