
MATEJ KOVACIC

CV

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NATIONALITY: Slovenian

MARITAL STATUS: Married, three children

OBJECTIVE: Achieving realistic look with an artistic eye and CGI knowledge

WORK EXPERIENCE:

Jan. 19 - Aug. 19 **Lookdev / Texture / Shading Artist and Pipeline Developer for a 3d Animated Movie 'The Ogglies' at M.A.R.K.13™ - Studios, Stuttgart, Germany**

Mar. 14 - Present **Selfemployed Freelance Artist - 3D Generalist (modelling, texturing, rigging, lighting, rendering, animation), video editing, 2D Illustrator, Animator and Concept Artist for various clients: e-mobil BW – Landesagentur für neue Mobilitätslösungen und Automotive Baden-Württemberg, Marken-trieb, Alcatel, Daimler AG, Coca-Cola, Badezentrum Sindelfingen, Städtetag BW, Schawa Media, AFS - Airfilter Systeme, Kimmerle-Jauch, Matjash, Agentur Wasserberg, Steuerbearter Studer, einheit3, Interme-nue, Artisign, Derichsweiler Services, AX Production, Nissan, Renault, Jehle Technik, Fabulus Verlag, Net Projekt**

Feb. 13 - Feb. 14 **Illustrator and Web designer at ARH-DESIGN**
2D illustration - Talking Tom, Dark Matter (game)

Jan. 07 - Januar '13 **Freelance Artist - Concept Artist, Illustrator, 2D&3D Animator, Comic Strip Artist and Cartoonist**
3D Animation, Modeling and Texturing: Studio Alex, AX Production, TicTac, Spar, Muri the Cat
2D Animation: Kinder Surprise, Spar, Studio Alex, Slovenian Tourist Board
Web Game Illustration – Gooie, Infiniti
Illustration - Advertising agencies: Lek, Mobitel, AV Studio, Gooie, Delo, Youth Council of Slovenia, IMC, Invida, Kapion
Storyboards and Shooting boards for animations: Koyaa, Muri the Cat; and advertising agencies: Propeler, Tus, T-mobile, Petrol, Donat MG, Vzajemna Insurance Company, Triglav Insurance Company, Perfo, Studio Alex, Spar
Character concepts: ADamSLon, Infiniti, Gooie, Forvard, Comix/Felix, IMC, AV Studio, Lek
Web Game Graphics: Gooie, Ministry of Public Administration (Slovenia), 7th Arc
Mobile Phone Game Concept Art, Design, Illustration, Animation
Comic Strip: Salve d.o.o., Ministry of Public Administration (Slovenia)

Aug. 08 – Feb. 12 **Umer – Artists Agency – contracted artist - 3D Artist, Illustrator, Concept Artist, Story- and Shooting Board Artist, Comic Strip Artist, 2D/3D Animator**
Gold Club slot machines – 3D Modelling, Texturing, Lighting, Animation
Illustrations for advertising agencies: Pristop, Studio S3, Triglav Insurance Company
Storyboards and Shooting boards for advertising agencies: Pristop, Tus, Magart Production Group Ltd, Petrol, Donat MG, Vzajemna Insurance Company, Triglav Insurance Company, Perfo, Amis, Futura, Gray, Kompas
Book Illustration: Mladinska knjiga, Rokus – Klett, Modrijan
Character concepts: GiGo, Tus

SKILLS:

3D Modeling – advanced knowledge
3D Sculpting – advanced knowledge
3D Texturing – advanced knowledge
3D Lighting – advanced knowledge
3D Rendering – advanced knowledge

3D Rigging – good knowledge
3D Animation – advanced knowledge
Video editing – good knowledge
Photography – academic education and continuous improvement
Drawing and Painting – academic education and continuous improvement
Perspective and Anatomy – excellent knowledge
Concepting – effective in presentation of ideas in realistic and cartoony styles
Storyboarding – experienced in advertising industry
Comic Strip – author of many cartoony and realistic comic strips
2D Animation – academic education and continuous improvement

SOFTWARE KNOWLEDGE:

Overall advanced knowledge of computer software and hardware. Eager to learn new software and technology.

2D

Adobe Photoshop – advanced knowledge
Corel Painter – advanced knowledge
Adobe Illustrator – advanced knowledge

3D

Autodesk Maya – advanced knowledge
Autodesk 3ds MAX – good knowledge
Blender 3D – advanced knowledge
Cycles – advanced knowledge
Vray – advanced knowledge
Pixologic Zbrush – advanced knowledge
Substance Painter – advanced knowledge
Substance Designer – good knowledge
Octane – advanced knowledge
Cinema 4D – good knowledge
Quixel – advanced knowledge
Marvelous Designer – advanced knowledge
DAZ Studio – advanced knowledge
Arnold – advanced knowledge

Autodesk Fusion 360 – good knowledge

Modo – good knowledge

Mari – good knowledge

Video & Animation

Adobe After Effects – advanced knowledge

Adobe Premiere – advanced knowledge

Toon Boom Harmony – advanced knowledge

Foundry Nuke – good knowledge

Adobe Flash – good knowledge

Programming Languages

Python - good knowledge

C++ - basic knowledge

HTML - advanced knowledge

Javascript - good knowledge

CSS - advanced knowledge

EDUCATION:

2016, 2019

FMX, Stuttgart, Germany

Conference on Animation, Effects, Games and Immersive Media

2012

Behind the Iron Curtain, Bucharest, Romania

Concept art workshop with Raphael Lacoste, Iain McCaig, Neville Page, Daniel Simon and Alessandro Baldasseroni

2001-2006

Academy of Fine Arts and Design, Department of Visual Communications, Ljubljana, Slovenia

Bachelor degree in graphic design - Graduated in 2006 with a classical 2D animation “Tabula Rasa” as my diploma work. I drew the animation with a pen on paper (approximately 1000 pages). We filmed, edited, added sound in studios of Radio-Television of Slovenia. It was screened later on various festivals in Europe and in the USA.

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- 2004-2005 **Academy of Fine Arts, Department of Animation and New Media, Zagreb, Croatia**
Study of classical animation within a student exchange programme. I learned a lot about 2D classical animation at the world famous Zagreb School of Animation
- 1997-1999 **Philosophy at Faculty of Theology, Ljubljana, Slovenia.**
- 1992-1996 **Zelimiže High School, Zelimiže, Slovenia.**

AWARDS:

- 2009 **Silver Prize** – for an advertising campaign illustration at the main Slovenian advertisement festival SOF
- 2006 **Excellency Prize** – International Festival CARAGIALE, Romania

LANGUAGES:

English – excellent written and oral skills
German – excellent written and oral skills
Slovenian – excellent written and oral skills
Croatian – excellent written and oral skills
Serbian – good written and oral skills
Italian – basic written and oral skills
Latin – basic knowledge

OTHER ACTIVITIES:

Computers – I cannot imagine life without a computer, since I have done most of things with it from my childhood onwards. I have followed the development of Spectrum, Atari and I tend to be up to date with the technology, especially with the one I need for my artistic work.

Movies – I love blockbusters, films that have good visual and special effects and those with good stories.

Music– Finished 6 years of classical guitar and 2 years of classical solo singing – played and sang in different rock, jazz choirs and bands

Family – I enjoy my free time with my wife and children.
