

Dusan Kovic

LOOKDEV / TEXTURING / LIGHTING / RENDERING

Novi Sad, Serbia
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www.dusankovic.com

EXPERIENCE

Autodesk, US — *Texture Painter/Lookdev Artist/Beta Tester*

September 2017 - PRESENT

Painting textures and doing lookdev on the Hyperspace Madness and some external projects. Testing Maya, Arnold and providing error/bug reports and suggestions to the development team.

Crater VFX Training Center, Belgrade — *Course instructor*

June 2018 - PRESENT

Digital shading, lighting and rendering with Arnold course instructor

Infected, Hamburg, Germany — *Lookdev/Lighting Lead*

August 2019 - October 2019

Texture painting, Lookdev and Lighting for McDonalds Advertisement.

Eipix Entertainment, Novi Sad — *Lighting/Rendering Lead*

May 2017 - March 2018

Texture painting, Lookdev, Lighting, Rendering, Compositing. Also doing render farm management, helping other artists in the team

Eipix Entertainment, Novi Sad — *Lead cinematic artist*

November 2014 - May 2017

Creating cinematics, in-game animations for HOPA games and leading a small team of artists. Supervising and teaching other artists in team.

Eipix Entertainment, Novi Sad — *Senior cinematic artist*

November 2012 - November 2014

Creating cinematics and ingame animations for HOPA games

EDUCATION

Faculty of technical sciences, Novi Sad — *Bachelor with honours in Graphic engineering and design*

October 2007- September 2011

Technical School "Mihajlo Pupin", Kula — *Computer technician, high school diploma*

September 2003 - June 2007

SKILLS

Lookdev, Modeling, Texture Painting, Lighting, Compositing, Rendering, Photogrammetry, Python Scripting

SOFTWARE KNOWLEDGE

Maya, Arnold, Mari, Nuke, Substance Painter/Designer, Zbrush, UV Layout, RealityCapture

LANGUAGES

English, Serbian

HOBBIES / INTERESTS

Digital and Analog photography, Hiking, Mountain/Road biking, Music, Science

REFERENCES

[Arvid Schneider](#), Sr. Lighting TD at **Industrial Light and Magic**
WEB: arvidschneider.com
CONTACT: arvidschneider@ilm.com

[Nikola Milošević](#), Product Owner and Principal Product Designer at **Autodesk**
CONTACT: nikola.milosevic@autodesk.com

[Frederic Servant](#), Software Development Manager, **Solid Angle** at **Autodesk**
CONTACT: frederic.servant@autodesk.com

[Patrick LeMay](#), Quality Assurance Analyst at **Autodesk**
CONTACT: patrick.lemay@autodesk.com

[Djordje Ilić](#), Environment/Generalist TD at **Framestore**
WEB: djordjeilicvfx.com
CONTACT: djordjeilicgoge@gmail.com

[Aleksandar Kocić](#), Pipeline TD at **Crater Studio**
WEB: aleksandarkocic.com
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[Bojan Milanko](#), Head of Premium Production at **Eipix Entertainment**
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AWARDS AND PUBLICATIONS

3d total excellence award for artwork [Coffee Table](#)

3d total CG Artist [interview](#)

Coffee table featured at [alShaders website](#)

3D Artist magazine Coffee table [tutorial](#)

Humster3D Best environment award for artwork [Misty Morning](#)

Humster3D Honourable mentions for artwork [Long Exposure](#)

3D Artist magazine - included in [100 influential artists](#)

3D Artist magazine Embellish your Maya scene [tutorial](#)

3D Artist magazine Autodesk Maya 2018 [review](#)

Robot Soldier on [GTC presentation for GPU Arnold](#)