



# Darko Mitev

phone: +(353) 833 834 448

email: [art@darkomitev.com](mailto:art@darkomitev.com)

website: [www.darkomitev.com](http://www.darkomitev.com)

## KEY COMPETENCIES

- Character modelling
- Environment and props modelling
- UV Unwrapping
- Texturing and Look Development
- Digital sculpting in ZBrush and Mudbox
- Lighting and rendering

## SOFTWARE

- Autodesk Maya
- ZBrush
- Mudbox
- Mari
- Photoshop
- Substance Painter
- Headus UV Layout
- Marvelous Designer
- Vray
- Arnold
- Redshift
- Clarisse
- Substance Designer
- Nuke
- Basic knowledge of Blender

## EXPERIENCE

### Brown Bag Films (Aug 2018 - Now)

Senior Character Modeller on Disney's TV Show "Vampirina"

### Liga01 (recently re branded as Sehsucht) (Apr 2018 )

Generalist: Freelance work for the "Elvenar" Cinematic Episode 2

### Liga01 (recently re branded as Sehsucht) (Nov 2017 )

Generalist: Freelance work for "Forge Of Empires" Cinematic

### Brown Bag Films (Sep 2017 - Aug 2018)

Senior Generalist on Nickelodeon's TV Show "Butterbean"

### Liga01 (recently re branded as Sehsucht) (Apr 2018 )

Generalist: Freelance work for the "Elvenar" Cinematic Episode 1

### Inside Development (Sep 2016 - Aug 2017)

Lead VR Artist: Producing VR content for Inside's sales projects, as well as supervision on the other members of the VR Team.

## EDUCATION

- Mold 3D, On- line class for "Creating appealing characters" with Dylan Ekren. End of May - July 2019
- SOU Gosho Vikentiev High school, Diploma in computer science and Automation 2005-2009

## LANGUAGES

- Macedonian - Primary
- English - Secondary

## HOBBIES

- Photography
- Working out
- Gaming
- Hiking

## PERSONAL SKILLS

- Strong adaptability to new trends and software
- Able to work under pressure
- Teamwork
- Creativity
- Efficiency with time management

### **Nordicplan AB, Sweden (2014 - Aug 2016)**

Lead Artist and Art Director: Leading a team of 7 artists, working on a trailer for a sci-fi movie kickstarter campaign.

Duties: creating characters and environments, concept design and modelling of assets, surfacing, look development and rendering.

### **FREELANCER: (mid of 2014)**

Working on various projects including TV commercials, Concept work, and character modelling for games.

### **Video House, Macedonia, (2012 - 2014)**

Senior 3D Generalist: Working mainly on TV commercials and advertising campaigns, as well as the feature film "Rock Dog" (Responsible for modelling the two hero characters of the movie.)

### **FX3X, Macedonia (May 2010 - May 2012)**

Junior 3D modeller: Responsible for modelling of props and characters for TV commercials and Animated TV Shows, such as Build A Bear studios' "Hall and Holly Moose".