

LUMAKOVSKI

3D artist



3D artist with 3+ years of experience in the CGI industry. Involved in multiple big projects as modeling, texturing and animation artist in the film industry. Also freelancing as model/texture artist as well as working with 3D printing. Versatile artist able to work in team and international environment.

EXPERIENCE

- 2018 - **Freelance work**
- Modeling and texturing hard surface models of different types of products.
Scanning and adjusting 3D models for 3D printing for almost a year.
- 2018 - 2018 **3D modeling/texture artist**
One Inside
- Creating 3D models of products and interiors, textures, setting up light scenarios and baking light maps for 6 months.
- 2016 - 2018 **3D modeling/texturing artist**
Fx3x
- Creating hard surface and organic 3D models, textures and clean up animation for the film industry for almost 2 years.
- Featured work:
- Game of thrones* – prop artist
 - Independence day: Resurgence* – architectural destruction
 - Splash and Bubbles* – prop, character, environment and animation clean up artist
 - El Día del Temblor* – architectural modeling

EDUCATION

- 2014 - 2015 **SEMOS Education**
- Learning all aspects of Maya from Autodesk Training Center certified teachers.
- 2007 - **ss. Cyril and Methodius University in Skopje - Faculty of electrical engineering and information technology**
- Studying in the field of telecommunication. Few exams left till my degree
- 2003 - 2007 **DSU Orce Nikolov**
High school

CERTIFICATES

Autodesk Maya Essentials

CONTACT

Date of birth:
20.08.1988

Address:
Natanail Kuceviski 11, Skopje

Phone:
+389/75554535

E-Mail:
Lumakovski.filip@gmail.com

SKILLS

Maya	● ● ● ● ●
zBrush	● ● ● ● ●
Photoshop	● ● ● ● ●
Mari	● ● ● ● ●
Arnold Renderer	● ● ● ● ●
V-ray	● ● ● ● ●
Substance Painter	● ● ● ● ●

LANGUAGES

Macedonian	● ● ● ● ●
English	● ● ● ● ●
Serbian/Croatian	● ● ● ● ●