

Name : Aleksandar Stankovic

Birth Year: 1988.

Live: in Belgrade

Occupation : Industrial Designer, Product Designer, Certified Autodesk Maya artist (ACP), 3D Video Game Developer.

Years active: 2005-

List of projects - important references:

- The first freehand car design drawing of "Peugeot 207", which was published in the Belgrade's car magazine "Sat plus" by authors Mirko and Mladen Alvirovic, 2005.

- The design projects of "Bottle opener" and "Hand saw for cutting metal and wood" that was made as practical projects for the exam "Product designing 1" at "Belgrade Polytechnic" in Belgrade, 2008 - 2009.

- The design projects of "Ergonomic chair" and "Heater with LEDs", that was made as practical projects for the exam "Product designing 2" at "Belgrade Polytechnics" in Belgrade, 2008-2009.

- The design projects "Interior of living space", "Project of exhibition stands" and "The project of functional kitchen" that was made as practical projects for the exam "Interior Design" at "Belgrade Polytechnics", 2008-2009.

- The design projects of "Recycle Bin", "Bench design for the public space", "Design flower pots for parks" and "Complete landscaping Student Park in Belgrade" that was made as practical projects for the exam "Exterior Designing" at "Belgrade Polytechnics" in Belgrade, 2010.

- Implementation some of the above projects for exam "Making models" at the "Belgrade Polytechnics". It showcase students prototypes implemented in the "Cultural Center Studentski Grad" on New Belgrade, 2010.

During the study, the 14 projects was full completed to be used for live realisation in the industry or workshops for specific product!

- Creation and opening the first "small home freelance office" called "StAl visual design", which will deal with freelance works and the periodic development of independent projects in the coming period, 2011.

- Refreshing and further improvement of all 14 projects, which were carried out during the study, 2011.

- The 3D project of "Peugeot 405 T16 Dakar car", which was created as a exam project for "Chiron School for Creative Technologies", Belgrade 2011.

- Freelance VFX work on the film about basketball player "Radivoje Korac" "Ginger more than a game", for "Chiron School for Creative Technologies", Belgrade 2011.

- Take the official Autodesk exam for the software "Autodesk Maya 2013". Acquired title "ACP Autodesk Maya 2013 Certified Professional", 2012.

- Independent design project of large wall ionizer concept "UV Hunter StAl ST-1", Belgrade 2012.

- The "Animated logo" freelance project made for "Artcookai" Singapore, 2012.

- Freelance project "3D wheels design" made for the company "Pharaoh Cars" from Belgrade, 2012.

- The trial freelance project of "Interior and exterior design" for the company "Steco Center" from Belgrade, 2012.

- The independent design project "Glass packaging for domestic cream liqueur "After Rain", Belgrade 2012-2013.

- Realization the project of the large wall ionizer "UV Hunter StAl ST-1" and machine testing at "MSB Clinic" in Belgrade, 2012.
- The first realization of the project at small variant of the wall ionizer "UV Hunter StAl Zer0 Mini", 2012.
- Initial development and design study of the next model "UV Hunter StAl ST-2 Maxi", 2012.
- Independent project and patent the "Small rooftop wind turbine StAl RX-1" created for participation at the exhibition "Association of Inventors" in Belgrade", 2013.
- Interview in the domestic magazine "Protection" on the occasion of device and the project presentation "Small Roof Wind Turbine StAl RX-1" Belgrade, 2013.
- Bronze medal and plaque for the presented project "Small rooftop wind turbine StAl RX-1" delivered by the president of "Association of Finders", Mr. Đuro Borak in Belgrade", 2013.
- Freelance project "Design of user manual for Sentry 200 medical device" for the company "Ellie LLC" from America, 2013.
- Independent project "UV Hunter StAl ST-1 evolution 2", the second generation of a "large wall ionizer series" driven by software from the "Nokia" mobile phone, Belgrade 2014.
- Freelance project "Full development of headset devices QUICKY" for the author of this idea Milos Kostic from Belgrade, 2014.
- Freelance projects "Design of fair stands", concepts "Vucomm" , "Beotape" and "Panex" for the company "Mundial" from Belgrade, 2014.
- Independent project and patent "Mobile wind turbine StAl MS-1". The project of a new easily portable wind turbine is designed to stay in nature and camping. During transportation (on a car or in a pick-up truck), the machine is charged through solar panels located on the doors of the box with left and right sides. Belgrade 2015.

- Completion of an independent project for the product "UV Hunter StAl ST-2 Maxi", Belgrade 2015.
- Freelance development a large number of 3d construction elements for the company "IMS Institute for material testing" from Belgrade (working in packages "Autodesk Inventor" and "Solidworks 2014"), 2015-2016.
- Freelance development of a large number of 3d construction elements for the company "PPS building technology" from the Philippines (also in the packages "Autodesk Inventor" and "Solidworks 2014"), 2015.
- Freelance project "Redesign a small turbine in wet and dry water meters for better and more precise measurement results" for the company "Insa Zemun", Belgrade 2016.
- Freelance project of "refresh look" to the new model of the smallest wall ionizer concept "UV Hunter StAl Zer0 Mini", 2017.
- Gradual development of the new office and creative design workshop, under the new name "StAlMaGiC DeSiGn workshop" with three sub-services (service 1. is specialized and intended primarily for the development of racing video games, service 2. is specialized in the development for 3d models of vehicles and for the needs of video games ("Turbosquid", "3d export", "Highend 3d" and "Daz 3d") and service 3. is specialized in the design of vehicles primarily cars (automotive & transportation design). Also, on the future web site will be a special section for the design presentations of all the major projects that have been produced since 2005. from various design activities), 2017. Work in progress!!
- The first independent project "S (StAlMaGiC) BEK buggy" is a racing baja vehicle that develops for video games and "Turbosquid", "3d export", "Highend 3d" and "Daz 3d" sites) by the new office "StAlMaGiC DeSiGn workshop ", Belgrade 2017. Work in progress!!
- Another independent project "S (StAlMaGiC) Blader pick-up" is also a pick-up racing vehicle developed for the needs of video games and "Turbosquid", "3d

export", "Highend 3d" and "Daz 3d" sites) by foreign office "StAlMaGiC DeSiGn workshop", Belgrade 2017. Work in progress !!

- The third independent project "S (StAlMaGiC) Dusty Journey" for the development of independent racing game in the famous "Paris-Dakar rally" style, Belgrade 2017. Work in progress !!

- Freelance project of designing and developing a fair stand for the fair in Cologne, Germany, and for the company "Beorol" needs, Belgrade 2018.

- Freelance project for the development of the "3D model of box for exclusive jewelry", which resembles a small stylish chest (in the package Autodesk 3ds Max 2017 using the rendering module VRay) for the internet marketplace and the company "CG Trader", Belgrade, 2018.

- Freelance concept - project for the development of the 3D model of architectural study "Stratigraphy", which carries a large pot of flower arrangements in several series of different materials. for the start-up company "Bem Apps", Belgrade 2018.

- Freelance project for the development of the simplified Hard-Surface 3D model of the oil platform "Equinor Aasta Hansteen" for the video advertising needs. The model was developed together with the development of UVW maps and materials for the company "Crater Studio", Belgrade 2019.

- Collaboration with a "racing game developer", a freelance project in the development of the first domestic racing video game in the design style of the title "Trackmania Stadium", and the development of a 3D car model for prototype of this game. The game is intended for Android smartphones, including tablets, Belgrade 2019.

- Collaboration with the companies "PPS Building Technology" and "Antonio Sy Co" related to 3D design, construction of building elements and 3D simulation of building machines in order to build the so-called "construction" of new residential and commercial buildings (5 and more floors), Belgrade - Manila (Philippines) 2019. The cooperation is very active.

- Monthly training for "3D video game development" on "Unreal Engine" technology and comprehensive development of a smaller PC racing video game called "(S) Super Speed Racer" for training at ITOIP IT School, Belgrade 2020.

- Creating and releasing the idea that the current design and development services called "StAlMaGiC DeSiGn" workshop are officially registered and build a real small family company for "making machine projects and 3D presentations" - "StAl Project" with a new official name, which will have 4 subservices/divisions for product design and development divided into four categories (see description below) in order to use the full potentials and capacities of industrial design, 3D art and 3D game development (to the maximum), Belgrade 2021.

StAl Project (design & development divisions):

- Building design & development 🏗️ 🏢
- Automotive design & development 🚗 🚚
- Racing games design & development 🎮 🎮
- VFX (visual effects) design & development 🔥 💨

List of working technical characteristics and services of the company by sectors

1. Industrial/Product design (department) 🏗️ 🏢 🚗

- Market research and product marketing
- Defining and generating product ideas
- Sketching a new product

- Technical product documentation
- Computer 3D Visualization
- Product model made in material

2. 3D Computer Graphics Art (department)

- Animation
- Cameras
- Compositing
- Data Management/Interoperability
- Dynamics/Simulation
- Effects
- Lighting
- Materials/Shading
- Modeling
- Rendering
- Rigging/Setup
- Scene Assembly/Pipeline Integration
- Scripting
- UI/Object Management

3. 3D Video Game Development (department)

- C ++ programming
- Classes and objects
- Destructors, Inheritance, Generics
- Configure Unreal's user interface
- Creating a project

- Working with landscape
- Scenes
- Materials and lighting adjustment
- Adjust the post-effect
- Animations
- Audio
- Blueprint editor
- Cinematics
- Actions and events
- Game performance and optimization
- Packaging and distribution of game files as an finished product (or build a prototype)