

curriculum vitae

Name: Bojan Spasojević

Date of birth: 10. 2. 1980.

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Education:

2004 - 2009. "Computer Arts and Design" Academy of arts BK - graduated

1995 - 1999. Zemun High school

Working experiences and projects:

2007 - 2014. Working as freelancer

"IFPMA" - Promotional and educational 3d video of dangers of fake medicines for [IFPMA](#) and [WhaleShark Studio](#)

"Dexsoft" - 3d modeling and texturing of 3 characters for [Dexsoft](#) game asset store

"Rekoil" - 3d modeling and texturing of 8 characters for UDK game [Rikochet](#)

"Happy" - visual effects for documentary movie by Roko Belic

"Jaram villas" 3D environment visualization and video post production

"Ministry of Environment, Mining and Spatial Planning" - graphics design of publication cover

"S.E.E. Virtual Climate Change Center" part of [Republic Hydrometeorological Service of Serbia](#) - web design

"S.E.E. Virtual Climate Change Center" part of [Republic Hydrometeorological Service of Serbia](#) - The Graphic Standards & Brand Book

TV commercial for company [VOX](#) (modeling, render, post production) [link](#)

"NGIO" - Render, modeling and post production for video material for "WORLD EXPO 2010" in Shanghai

"Studio Noir" - Preproduction of full featured animated movie "Western" (working title)

"NGIO" - Render, modeling and simulation for opening animations on "25th Universiade Belgrade"

Web design for "Linea Milanovic" furniture design company

Visual identity for "Srdjan Milanovic", architect

Web design for "Kolubara Osečenica" quarry

"Jelen Pivo" - Designing a marketing picture "Find 50 bands"

"Janos Marketing" - 3D modeling and render for "La Vita" juices brand

"Survivor" - Web design for reality show

"Agrarium Vite" - The Graphic Standards & Brand Book

"Vipol" - 3D architecture visualization and design of product catalogue

"Belgrade City Museum" - Video artwork presentation of prehistoric life - "Vinča - prehistoric metropolis"

"Trade Unique" - 3D architectural visualization of villas in Spain

2006 - 2007. "Block Advertising" advertising company:

3d modeling and animation, graphic design, video production, studio photography.

2004 - 2006. Working as freelancer

TV commercial for company [VOX](#) (modeling, render, animation, post production) [link](#)

2002 - 2004. System administrator in [Assembly of the City of Belgrade](#)

Network managing and planning.

Software knowledge:

3D - Modo, 3d Studio MAX, Softimage, Maya, Mudbox, Zbrush

2D - Photoshop, Corel Painter, Illustrator, CorelDraw, Manga Studio, InDesign

Video - Fusion, AfterEffects, Combustion, Premiere

Web - Flash, Dreamweaver

Languages:

Srpski / Serbian - native

English / Engleski - speak and write