Mihajlo Nikolovski

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Portfolio website: https://m1x3ta.github.io/

Portfolio Drive: https://drive.google.com/drive/folders/1M5RppWPtQesGhXj0_oBSgky1vRq3mGb_

Work experience

3D Artist - Crazy Labs   november 2021 – march 2022

Position level: specialist/expert

Company occupation: IT & computers

Job type: Temporary/Freelance

Job description: Working for the Crazy Labs firm from the hyper casual gaming accelerator located in Novi Sad. Thinking of ideas for new hyper casual android games, their presentation in the form of pitches to the marketing managers from the head company via conference call. After prototype idea has been accepted, the game is then designed and developed inside Unity in collaboration with the Unity developer. Working with 3D objects (low/high poly modelling and editing, Unity import and adaptation), level design, texturing (3D object unwrap in 3DS Max, texture creation and editing in Photoshop), rigging and animation of organic 3D models, animation of inorganic 3D models. Working with lighting and VFX in Unity. After android prototype completion, the gameplay is recorded in Unity and the gameplay ads (15 and 30 seconds) are created for Facebook and Tiktok in Adobe After Effects. The game icon and Facebook banner are designed in Photoshop. Lastly, the working Unity prototype, and the ads are uploaded on Crazy Labs' CLIK dashboard, through which the prototypes' CPI (consumer price index) is tested on the Google play platform.

Results: 8 fully functional prototypes were created and tested on the Google play platform

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3D Artist - Thorium d.o.o   16. october 2020. – 30. october 2020.

Position level: specialist/expert

Company occupation: IT & computers

Job type: apprentice/trainee

Job description: Work from home, the goal of the apprenticeship was to make 3D low poly game assets that would be imported into a game engine. The assets were created and textured in 3DS Max by using the UVW Unwrap and UVW map modifiers. Lights were added on certain models. Once all of the models were created, they were rendered in V-Ray.

Results: Created 10 3D assets ready for game engine import.

Education

Faculty of Technical Sciences   **2016-2021**

Title: Bachelor with honours in computer graphics

Department: Animation in engineering

Additional information: Specialization for working in 3DS Max (3D modelling, texturing, rigging, animation, VFX and simulation), with additional courses in : Unreal Engine for blueprint scripting, Adobe After Effects for video editing, and compositing, Adobe Photoshop for image editing and 2D drawing, Adobe Audition for sound editing, Z-brush for 3D sculpting, Microsoft visual studio for C++ coding, and Agisoft Metashape for photogrammetry.Graduated with a bachelors thesis on "2D Platformer game creation inside the Unreal Engine environment"

Karlovci Grammar School   **2012-2016**

Department: languages/philology

Additional information: High school specializing in languages, enrolled into the Anglo/Russian department, where both languages are studied for 4 years, plus the Latin language, which is also studied for 4 years.

Languages

- English - Advanced level (Near-native)
- Russian – Intermediate
- Japanese – Beginner

Additional courses

- Enrolled in a Japanese language course for the MEXT schollarships in Japan at the Faculty of Technical Sciences from 2018.

Hobbies and Interests

- Drawing
- Gaming
- Comics/Books
- Sports