

Davor Jordanovski

3D artist / Frontend developer

LinkedIn

<https://www.linkedin.com/in/davor-jordanovski-833954131/>

Experience

May 2014 – Mar 2015

Machine Operator at Palplast Kumanovo

Jul 2015 – Oct 2017

3D Artist at FX3X Skopje as modeler, animator, lighting and rendering artist (projects for the Jim Henson company)

Dec 2017 – May 2020

Frontend Developer at MarketingPlatform (formerly eMailPlatform)

Jun 2020 – Jul 2021

Teacher / Educator at “Nace Bugjoni” high school Kumanovo

Apr 2021 – Dec 2021

3D Artist at FX3X Skopje as Facial Capture Artist (project for ILM)

Education

Municipal Secondary Technical School “Nace Bugjoni”, Kumanovo, Macedonia 2008 - 2011

- “Computer Technology and Automation”
- **Straight A student**

Faculty of Computer Science and Engineering, at Ss.

Cyril and Methodius University, Skopje, Macedonia 2011 - 2016

- **Bachelor of Computer Science and Engineering**

Communication

A passionate and motivated individual with strong skills in organizing the task at hand and solving problems. I develop high quality work. I would describe myself as friendly, outgoing, hard-working, dependable. I have excellent 3D design skills in Maya. I apply this qualities to establish good customer relations and cooperating with colleagues as a part of a team, as well as working well under pressure. I know English excellently.

Skills

- Autodesk Maya (modeling, animation, lighting, shading networks, rendering)
- Zeno (Facial capture artist for ILM)
- Photoshop
- Premiere Pro
- HTML
- CSS
- JavaScript
- JQuery
- PHP
- Microsoft Office Suite



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