**Dimitar Hristovski**

Date of birth: 10 May 1980

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***Summary***

I'm highly motivated and organized team player with great communication and interpersonal skills, capable of working with heterogeneous groups , flexible, innovative, creative and decisive. Moreover, by being constantly surrounded by people of different backgrounds, i am able to respect and balance differences, thus cooperate and adapt to any environment. I consider myself a responsible, patient, dedicated and hardworking individual that is punctual in finishing task.

***Education***

**High School education in Electronics and Telecommunication:**

High School: DSU PTT "Valdo Tasevski" – Skopje, 1994/1998

**University Sv. Cyril and Methodious; Faculty of Natural Science and Mathematics- Institute of Physics - Meteorology and Geophysics**

Bachelor degree - VIII/1

***Work Experience***

**Video Editor and production** **10.2018- present Kanal 5 TV** - **Skopje, Macedonia**

* Receiving a brief, and maybe an outline of footage and/or a shot list, script, or screenplay;
* Assembling all raw footage, with camera shots either recorded or transferred onto video tape in preparation for inputting into the computer;
* Inputting uncut rushes and sound, and synchronizing and storing them into files on the computer;
* Digitally cutting the files to put together the sequence of the film and deciding what is usable;
* Creating a 'rough cut' (or assembly edit) of the programme /film and determining the exact cutting for the next and final stages;
* Reordering and fine-tuning the content to ensure the logical sequencing and smooth running of the film/video.
* Overseeing the quality and progress of audio and video engineering and editing;
* Experimenting with styles and techniques including the design of graphic elements;
* Writing voiceover/commentary;
* Suggesting or selecting music.

**Video Editor and production** **03.2018-09.2018** **Hrana i Vino - MedFocus production** - **Skopje, Macedonia**

* Receiving a brief, and maybe an outline of footage and/or a shot list, script, or screenplay;
* Assembling all raw footage, with camera shots either recorded or transferred onto video tape in preparation for inputting into the computer;
* Inputting uncut rushes and sound, and synchronizing and storing them into files on the computer;
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* Creating a 'rough cut' (or assembly edit) of the programme /film and determining the exact cutting for the next and final stages;
* Reordering and fine-tuning the content to ensure the logical sequencing and smooth running of the film/video.
* Overseeing the quality and progress of audio and video engineering and editing;
* Experimenting with styles and techniques including the design of graphic elements;
* Writing voiceover/commentary;
* Suggesting or selecting music.

**Video Editor 12.2017-03.2018 TV Nova - Skopje, Macedonia**

* Receiving a brief, and maybe an outline of footage and/or a shot list, script, or screenplay;
* Assembling all raw footage, with camera shots either recorded or transferred onto video tape in preparation for inputting into the computer;
* Inputting uncut rushes and sound, and synchronizing and storing them into files on the computer;
* Digitally cutting the files to put together the sequence of the film and deciding what is usable;
* Creating a 'rough cut' (or assembly edit) of the programme /film and determining the exact cutting for the next and final stages;
* Reordering and fine-tuning the content to ensure the logical sequencing and smooth running of the film/video.
* Overseeing the quality and progress of audio and video engineering and editing;
* Experimenting with styles and techniques including the design of graphic elements;
* Writing voiceover/commentary;
* Suggesting or selecting music.

**Matchmove artist 12.2015-10.2017  
FX3X - Skopje, Macedonia**

* Creating sets, proxy props and other models based on supplied set data and/or other available survey information
* Include proof of scale in virtual layout setup
* Set up virtual camera from data sheets and track camera motion
* Matchmove objects/characters to match the action in the live action plates
* Render track / matchmove over supplied plates for approval
* Undistort/re-distort plates
* Camera tasks - recreating (solving) or creating the movement of a mono or stereo live-action camera in 3D.
* Using LiDAR or the measurements and pictures of the live-action set, camera information, distortion grids, and scaling reference of characters and objects to recreate a virtual set in 3D (Maya).
* Match moving rigid and non-rigid objects on moving elements in the plate.
* Show set-up including removing lens distortion from the plates to aid in the solving of tracks.
* Expert knowledge of 3DEqualizer.
* Expert knowledge of Synth Eyes.
* Knowledge of PFTrack.
* Thorough knowledge and experience with Maya.
* Finalize shot layouts in Maya.
* Working knowledge of Nuke.
* Stereoscopic film production experience.
* Match move objects and characters’ motion in shot photography.
* Meticulous attention to detail with a great eye for camera motion and composition.

**Matchmove artist 01.2013-11.2015  
VERTIGO VISUAL – Skopje, Macedonia**

* Creating sets, proxy props and other models based on supplied set data and/or other available survey information
* Include proof of scale in virtual layout setup
* Set up virtual camera from data sheets and track camera motion
* Matchmove objects/characters to match the action in the live action plates
* Render track / matchmove over supplied plates for approval
* Undistort/re-distort plates
* Camera tasks - recreating (solving) or creating the movement of a mono or stereo live-action camera in 3D.
* Using LiDAR or the measurements and pictures of the live-action set, camera information, distortion grids, and scaling reference of characters and objects to recreate a virtual set in 3D (Maya).
* Match moving rigid and non-rigid objects on moving elements in the plate.
* Show set-up including removing lens distortion from the plates to aid in the solving of tracks.
* Expert knowledge of 3DEqualizer.
* Expert knowledge of Synth Eyes.
* Knowledge of PFTrack.
* Thorough knowledge and experience with Maya.
* Finalize shot layouts in Maya.
* Working knowledge of Nuke.
* Stereoscopic film production experience.
* Match move objects and characters’ motion in shot photography.
* Meticulous attention to detail with a great eye for camera motion and composition.

**Print technician 11.2012-01.2013  
Graphic studio Netopia - Skopje, Macedonia**

* Utilize designated software to manipulate the customer supplied database files in preparation for digital print services.
* Provides leadership to internal and external customers in the proper formatting of supplied data to ensure the most efficient digital print solution.
* Performs daily operation of the digital printing equipment.
* Assists in the development of customer projects and proposals.
* Records time and materials associated with completing jobs.

**Customer Service Agent / Technical Support 11.2007-10.2012  
Cabeltel and Blizoo, - Skopje, Macedonia**

* Under general supervision, in a 24/7 in-bound call centre environment, I have provided technical and network problem resolution to end-users (customers) by performing a question diagnosis while guiding users through step-by-step solutions. Solutions included, but are not limited to, resolving username and password problems, uninstalling/reinstalling basic software applications, verifying proper hardware and software set up, power cycling equipment, assisting with navigating around application menus and troubleshooting email issues. Support was provided by clearly communicating technical solutions in a user-friendly, professional manner.
* Duties and Tasks/Essential Functions:
* Delivered service and support to end-users using and operated automated call distribution phone software, via remote connection or over the Internet;
* Interacted with customers to provide and process information in response to inquiries, concerns, and requests about products and services;
* Gathered customer’s information and determined the issue by evaluating and analyzing the symptoms;
* Diagnosed and resolved technical hardware and software issues involving internet connectivity, email clients, IPTV, VOIP and more;
* Researched required information using available resources;
* Followed standard processes and procedures;
* Identified and escalated priority issues per Client specifications;
* Redirected problems to appropriate resource;
* Accurately processed and recorded call transactions using a computer and designated tracking software;
* Offered alternative solutions where appropriate with the objective of retaining customers’ and clients’ business;
* Organized ideas and communicated oral messages appropriate to listeners and situations;
* Followed up making scheduled call backs to customers where necessary;
* Had been current with system information, changes and updates.

***Curses***

* A qualification in Geomagnetic measurements and standards for quality (IB\_JEP-17072-2002) – 12.2006

***Skills***

* **Adobe Premiere Pro CC**
* **Avid Media Composer**
* **Silhouette FX**
* **Maya**
* **Synth Eyes**
* **3D Equalizer**
* **Nuke**
* **Linux/Windows**

***Languages***

* **English** ( Level C1)

***References***

Misho Ristov Producer / Supervisor

at FX3X

mishe@fx3x.com ++389 70 385 680

Aleksandar Vishemirski VFX Supervisor

at FX3X

sasooo@fx3x.com ++389 70 385 650

Goran Kocov Lead Layout Artist

at Industrial Light & Magic

gkocov@lucasfilm.com +65 8117 9153

* **Recommendation from the former employer VERTIGO VISUAL**, **Skopje, Macedonia**  
   ( copy on request ) - 11.2015
* **Recommendation from the former employer FX3X**, **Skopje, Macedonia**  
   ( copy on request ) - 10.2017
* **Recommendation from the former employer TV Nova**, **Skopje, Macedonia**

( copy on request ) - 03.2018

* **Recommendation from the former employer Hrana I Vino MedFocus**, **Skopje, Macedonia**

( copy on request ) - 09.2018