



JELENA MARKOVIĆ

Concept artist

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EDUCATION

Concept art & Character design

The Academy of Applied Studies Polytechnic
GPA: 9.71

French language

Philology High School

SKILLS

- High level of proficiency in English
- French language (DELF B2 certificate)
- Microsoft Office Suite (Word, Excel, Access, PowerPoint)
- Adobe programs (Photoshop, Illustrator, InDesign)
- Knowledge of 3D modelling in Blender, AutoDesk Maya and ZBrush
- High level of computer literacy
- B category drivers license holder, active driver
- Digital painting and design

PROFESSIONAL DEVELOPMENT

HELEM NEJSE TALENT ACADEMY **Scholarship Recipient - 2024**

Completed an intensive program focused on graphic design and animation. Worked with industry experts through workshops, teamwork, and practical projects

WORK EXPERIENCE

2D/3D DESIGNER

November 2025 - current

Neuroblast
Creating 2D and low poly 3D assets for games.

2D VISUAL ARTIST

June - September 2025

Gamucatex
Worked on character design and concept art for a project inspired by Viking history.

CONCEPT ART INTERN

June - September 2023

Capsule Game Studio
Designed characters and worked on concept art for an upcoming video game.

ASSISTANT IN FINANCE

May - September 2022

Europ Assistance
I was responsible for collecting and reviewing all necessary information to process and implement travel insurance policies.

CUSTOMER SUPPORT AGENT

March - November 2021

Telekom Srbija
As a Customer Support Agent, I provided assistance to clients with Telekom services and devices, resolving their inquiries and technical issues via phone.