

Sasa Drobac

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EXPIRIENCE

Robertson Commercial Hardware, UK

Creation of 3D objects for 3D printing
3D Modeler
3D Modeling, texturing, rendering
Jan 2015 – Present

RealeyeZ 3D, Israel

3D Modeler
Created 3D Models of jewellery (Bracelets, Rings, Pendants, Watches ...etc.)
November 2014 – Present

InsideMaps, USA

3D Modeling, animation, texturing, rendering, shading and compositing final video.
Maya artist working as 3D Generalist, designing 3D homes, 3D models of furniture, doing compositing as final video.
Maya, Vray, Photoshop, After Effect
September 2013 – May 2014 (9 months)

Fin Design+Effects, Australia

TV commercials "SinarmasLand" and "Fox Sports"
Environment Modeling
Maya artist
December 2012 – April 2013 (5 months)

Imagination Studios, Sweden

Game "World of Warplanes".
3D Modeling & texturing, Maya/Mudbox artist working on game assets modeling and texturing
August 2012 – October 2012 (3 months)

Fin Design+Effects, Australia

TV commercials "Li Ning" and "Holden Colorado"
3D Modeler
Environment Modelling, Texturing and Lighting, Maya/Vray
December 2011 – November 2012 (6 months)

UPP, Chec

Red Tails - Lucasfilm
Lighting TD - Generalist
04/2011 – 07/2011

Working as Lighting TD and 3D Generalist on feature film using Maya, Mental Ray, Photoshop and Nuke
Produced final lighting for delivery to compositing artists
Produced models of planes, UV maps and textures
Created animatics
Created lighting render layer passes and shader standards for production
Created mental ray shaders for plane elements as required for shot
Worked with comp artist to define and develop appropriate render passes

Rawzor Technologies, India

Video commercial
3D Generalist
09/2010 – 04/2011

Working as 3D generalist, using Maya, Mental Ray, Blender, LuxRender, Photoshop, After Effects and Fusion.

Main workflow was on making photo realistic 3D diamond video animation.

Produced model of diamond in Maya

Blender used for animation production

Shading and render in LuxRender for Blender,

Compositing in After Effects and Fusion to final render.

Blackmountain VFX, Germany

TV commercials

3D Modeler and texturer

06/2010 – 11/2010

Created 3D Models and Textures of various CG elements for TV

TEG, U.S.A.

TV commercials

3D Modeler

04/2010 – 08/2010

3D Modeling

Created 3D Models of various CG elements

RealeyeZ 3D, Israel

3D Modeler

10/2007 – 01/2010

Lead Modeler

Created 3D Models of jewellery (Bracelets, Rings, Pendants, Watches ...etc.)

TWINS, SER

TV commercials, Games

3D Artist

04/1996 – 08/2006

EDUCATION

Chiron Creative Technologies, Belgrade, Serbia

3D Animation/Modeling/Rendering, Character & technical animation, Character rigging, Organic and hard surface modeling, Lighting & rendering

SKILLS 3D/2D

- **3D product designer**, specializing in the creation of 3D objects for 3D printing. I am expert in building, modifying, repairing and editing 3D printing models.
- **Shading & Texturing** - mapping (color, bump, reflection, specular, displacement maps, etc..) – Maya, Mudbox, Mental Ray, Arnold, Headus UVLayout
- **Modeling** - organic, hard surface, nurbs, high- and low- polygonal modeling
- **Rendering** - Photorealistic rendering, interior and exterior lighting and rendering – Maya, Mental Ray, Vray, Arold, LuxRender
- **Lighting** – Maya, Mental ray, Vray, Arnold, Luxrender
- **Compositing** - Compositing still images and video – Nuke, Adobe After Effects, Adobe Photoshop
- **Animation and rigging** – Maya

PORTFOLIO

- <http://www.sasadrobac.com>
- <http://www.linkedin.com/in/sasadrobac>

REFERENCES

- Available upon request.