



Curriculum vitae: Sejdicovic Zlatko

FILE NAME:

Zlatko Sejdicovic

OCUPATION:

CG Supervisor

CODE NAME:

Maya ACI

CONFIDENTIAL

Personal information

Surname / First name

Sejdinović Zlatko

Telephone

18310339389, +381 64 262 06 81

E-mail

sejdinovic.zlatko@gmail.com

Web

www.sejdinoviczlatko.com

Date/place of birth

December 29th 1981, Belgrade, Serbia

Wechat contact



Highlights

- More than 12 years of professional experience in 3D modeling, lighting, rendering dynamic simulations, compositing and **cg team supervision**
- More than 7 years of professional experience as instructor for **Autodesk Maya**
- Autodesk Certified Instructor (**ACI**) for Maya
- Advanced level in using Autodesk Maya, Adobe After Effects, Photoshop, Redshift, Arnold, Vray, Nuke, Boujou, PfTrack as part of the same production pipeline
- Strong technical understanding of video compositing, camera tracking and programming
- Strong experience in team and project management, strong understanding of pipeline and production organisation
- Programming in **MEL** and **Python** and enhancing project workflow by writing custom scripts and tools
- Active member of several major online communities dedicated to 3D professionals

Work experience

Dates	september 2017 - current
Occupation/position	CG Supervisor
Activities	CG team supervision, on set supervision Lookdev and previz development
Employer	Studio 51 VFX (www.s5lvfx.com)
Dates	april 2015 - august 2017
Occupation/position	Senior 3D Artist/Lead
Activities	Creating virtual tours, interior renderings and scripting using MEL. Supervising team members in succesful completion of tasks.
Employer	Inside Maps (www.insidemaps.com)
Dates	december 2014 - february 2015
Occupation/position	Generalist artist
Activities	Various 3D tasks including: layout modeling, modeling, texturing, extension creation, lighting and rendering (using Arnold)
Employer	Universal Production Partners UPP (www.upp.cz)
Dates	february 2012 - april 2016
Occupation/position	Generalist artist/VFX artist
Activities	Creating dynamic simulations ,compositing, lighting and rendering , scripting Autodesk Maya Instructor Teaching Autodesk Maya techniques. From basic modeling to advanced dynamic symulations and scripting
Employer	Deform Studio (www.deform.rs)

Work experience

Dates

december 2012 - december 2013

Occupation/position

Autodesk Maya Instructor

Activities

Teaching Autodesk Maya techniques. From basic modeling to advanced dynamic symulations and scripting, covering all topics concerning 3d animation. Also covering additional softwares: Photoshop, AfterFX, Realflow, Vray, Boujou.

Employer

Phoenix Creative Studio (www.phoenixcreativestudio.com)

Dates

october 2007 - may 2013

Occupation/position

Autodesk Maya Instructor

Activities

Creating dynamic simulations using Maya and Realflow, compositing using AfterFX and Nuke, lighting and rendering using MentalRay, Vray and Arnold. Scripting using MEL and Python.

Employer

Chiron School for Creative Technologies - Autodesk Certified Training Center

Dates

july 2006 - to date

Occupation/position

Freelance artist

Activities

Working on various freelance projects. Everything from architectural visualisations, product rendering to dynamic simulations

Employer

Please contact me for further details



Education and training

Title/Qualification	Autodesk Certified Instructor for Maya (ACI)
Date	april 2013
Organisation providing education	Autodesk, Munich, Germany (www.autodesk.com)
Title/Qualification	Three year studies of Advanced Computer Sciences, Graduated
Organisation providing education	School of Electrical Engineering and Computer Science, Applied Studies Belgrade, Serbia (www.viser.edu.rs)
Title/Qualification	Trainer Performance Monitoring and Assesment (TPMA)
Date	setpember 2012
Organisation providing education	Knowledgepoint, UK (www.knowledgepoint.uk.com)
Title/Qualification	Autodesk Maya MEL programming and Maya Dynamics, VFX Production
Date	september 2005- march 2006
Organisation providing education	Chiron - Autodesk certified training center, Belgrade, Serbia
Title/Qualification	Autodesk Maya Character rigging and Animation
Date	february 2005 - june 2005
Organisation providing education	Chiron - Autodesk certified training center, Belgrade, Serbia
Title/Qualification	Autodesk Maya Modelin and Rendering
Date	setpember 2004 - ferbruary 2005
Organisation providing education	Chiron - Autodesk certified training center, Belgrade, Serbia



Language skills

Native Language

Serbian

Other Language(s)

English (fluent)

Other Language(s)

German (conversant)



Computer and artistic skills

Computer softwares

Autodesk **Maya**, Adobe **AfterFX**, Premiere, **Photoshop**, **Redshift**, Foundry **Nuke**, NextLimit **Realflow**, SitniSati FumeFX, ChaosGroup **Vray**, Solidangle **Arnold**, Vicon **Boujou**, Pixelfarm PfTrack, Autodesk **Matchmover**, **MEL** and **Python** programming languages,

Other skills

Photography**Drone flying**

Organisational and social skills

Enjoy working as **part of the team**Strong working under **pressure**Good **communication skills** gained through my work as an instructor and freelance artistExperienced in small **team managment** and coordinationExcellent **tutoring** skills



IF YOU ACCIDENTALLY COME ACROSS THIS FILE
PLEASE ALERT OUR FIELD OFFICE AT

www.sejdinoviczlatko.com

THANK YOU FOR YOUR COOPERATION!

