

Daniel Kosturik

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SUMMARY

A self-motivated and goal-oriented 3D Generalist who offers a professional and passionate approach to 3D development; who is ready to draw on past successes, skills, and experiences to grow with an innovative leader in the games industry.

SOFTWARE		3D SKILLS	ENGINE SKILLS
3D STUDIO MAX	ILLUSTRATOR	HIGH POLY	LIGHTING
MUDBOX	INDESIGN	LOW POLY	WORLD BUILDING
ZBRUSH	SONY VEGAS	SCULPTING	PARTICLE SYSTEMS
SOLIDWORKS	AFTER EFFECTS	UV MAPPING	KISMET
UNITY	KEYSHOT	TEXTURING	AUDIO
UDK	XNORMAL	LIGHTING	TERRAIN
MOTIONBUILDER	QUIXEL	ANIMATION	MATINEE
PHOTOSHOP	MS OFFICE	VRAY	QA REVIEW

SHIPPED TITLES

MORTAL KOMBAT X (PS4/XBONE)

EXPERIENCE

3D CONCEPTUAL DESIGNER

DECEMBER 2016 - PRESENT

BISH CREATIVE DISPLAYS

- Create 3D design renderings and detail line drawings of both custom and standard retail displays.
- Utilizing knowledge of display engineering practices, create physical prototypes of designs.

3D ARTIST

JULY 2016 - DECEMBER 2016

SONNY+ASH

- Provide photo-realistic Architectural interpretations using 3DS Max and Vray, based on client resources and concepts, including AutoCAD Drawings & Revit models.
- Develop custom shaders within scenes to match intended client texture packages.
- Post-production using Photoshop and Nuke.

INDUSTRIAL DESIGNER

MARCH 2015 - JULY 2016

PEERLESS-AV

- Collaborate with project managers to understand client's needs for custom kiosk design.
- Using Solidworks and Keyshot, create visual concepts for custom kiosk development with budget and manufacturing parameters.
- Work directly with sales team on design proposals.

ASSOCIATE ARTIST, CINEMATICS

SEPTEMBER 2014 - MARCH 2015

NETHERREALM STUDIOS

- Setup of cinematic content in Unreal Matinee, including application of motion capture data, placement of particle emitters, decals, lighting, and cameras.
- Participated in departmental meetings to share personal ideas for workflow efficiency.
- Streamlined distributed-render pipeline for end-user cinematic content.

TECHNICAL ILLUSTRATOR/WRITER

FEBRUARY 2014 - SEPTEMBER 2014

PEERLESS-AV

- Create multilingual instruction manuals for the assembly and operation of Audio/Visual table, wall, and ceiling mounts.
- Collaborate with Industrial and Design Engineers to understand working functions of a concept.
- Assist Marketing team with CAD drawings and die lines.

3D GENERALIST, CONTRACT

AUGUST 2012 - OCTOBER 2012

NEXT/NOW AGENCY

EDUCATION

THE ILLINOIS INSTITUTE OF ART

AUGUST 2010 - JUNE 2013

BACHELORS OF FINE ARTS IN GAME ART & DESIGN

- Emphasis on 3D Modeling, Texturing and Lighting, for use within Unreal Engine.
- Introduction to Java and C++.