

Daniel Kosturik

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SUMMARY

A self-motivated and goal-oriented 3D Artist 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 company.

| 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 |

EXPERIENCE

3D CONCEPTUAL DESIGNER

AUGUST 2018 - PRESENT

IMAGEWORKS DISPLAY

- Custom design for major brand clients, including Reynolds American, Duracell, Dewalt and Lowes.
- Create 3D design renderings and detail line drawings of both custom and standard retail displays.

3D CONCEPTUAL DESIGNER

DECEMBER 2016 - AUGUST 2018

BISH CREATIVE DISPLAYS

AWARDS: WINE & LIQUOR - SEMIPERMANENT - GOLD AWARD GLOBALSHOP 2018

- Custom design for major brand clients, including Anheuser-Busch, Frito Lay, and Proximo.
- 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.
- Production experience with all materials: Sheet Metal, Wire, Acrylic, Wood, Corrugate, Vacuum-Formed Urethane, etc.

INDUSTRIAL DESIGNER

MARCH 2015 - DECEMBER 2016

PEERLESS-AV

- Custom design for Fortune 500 companies, including McDonald's and Dick's Sporting Goods.
- Create concept drawings and 3D renders for Custom Kiosk development
- Work with sales team and project leads to interpret customer's needs.
- Understand manufacturing and cost limitations (sheet metal, extrusion, injection molding, etc).
- Log development time for costing estimations for future client projections.

ASSOCIATE ARTIST, CINEMATICS (TEMPORARY)

SEPTEMBER 2014 - MARCH 2015

NETHERREALM STUDIOS

SHIPPED TITLES: MORTAL KOMBAT X (PS4/XBONE)

- 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.
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EDUCATION

THE ILLINOIS INSTITUTE OF ART

AUGUST 2010 - JUNE 2013

BACHELORS OF FINE ARTS IN GAME ART & DESIGN