Filip Avramović

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Multidisciplinary designer with experience in VR/AR application design, Technical art, graphic design, and 3D design.

EXPERIENCE

Metameet Junior Technical Artist

- I collaborated with artists and developers to implement assets into the game engine
- I reviewed 3D models and their associated files for any errors, collaborating with artists and developers to make necessary modifications as needed
- Ensured that assets created by artists followed technical guidelines
- Explored different tools and techniques to enhance the artist workflow, focusing on streamlining asset integration in Unity and optimizing the entire production process
- Created and edited scenes in the game engine according to the required changes

2022 - 2023, Remote

Freelance 3D Designer

- I worked on designing levels, maps, and 3D assets for various multiplayer online games
- Created game assets based on instructions and design concepts
- Remodeled existing assets for improved performance and updated designs
- environment design and concept design

2017 - Present, Remote

Androcab & LiveMediaGroup 3D Designer

- I worked on designing & developing VR/AR applications and prototypes
- Created 3D Virtual tours
- 3D Modeling and asset creation
- Graphic design & UX/UI Prototyping
- 3D Visualization

2018 - 2021, Kragujevac

TOOLS

BLENDER

ADOBE CREATIVE SUITE

UNITY

GIT

LANGUAGES

ENGLISH - C2 Proficient (EF SET Certificate)

SERBIAN - Native

SKILLS

3D MODELING

GRAPHIC DESIGN

VR/AR DESIGN

PROBLEM SOLVING

INTERESTS

3D & DIGITAL ART

PHOTOGRAPHY

TECH

ROBLOX

OTHER

SVN, ARMOR PAINTER, SUBSTANCE PAINTER, LUA(BASIC), C#(BASIC)