

Milan Stankovic

3D Artist

Smederevo, Serbia
blendgfx@gmail.com
mstankovic.net

EXPERIENCE

HBIS Group Serbia Iron & Steel d.o.o, Smederevo, Serbia

April 2002 - Present

Designer at Public Relations Department

FREELANCE EXPERIENCE

Marcio Tex, Rio de Janeiro Area, Brazil — *Complete process*

February 2020 - August 2020

Creating several illustrations for Consortia (book one).

Bound Press, Santa Monica, CA — *Complete process*

February 2017 - August 2017

Complete creation Griffin's Studio VR.

URCHIN, Northampton, Massachusetts — *Modeling*

February 2016 - June 2016

Creation 3d environment sets for animated movie, Wires for empathy (Tube open project)

EDUCATION

Information Technology school - ITS, Belgrade — *Bachelor degree in Computer Multimedia*

October 2012 - September 2017

Technical School, Smederevo — *Electrician technician, high school diploma*

September 1996 - June 2000

AWARDS AND PUBLICATIONS

Chaos #MyVRay5 award

CG Architect Best of the Week - Oct 21, 2021

CG Architect Best of the Week - Sep 2, 2021

CG Architect Best of the Week - Oct 7, 2021

Autodesk Editor's Gallery - Sunday coffee

Autodesk Editor's Gallery - Bugatti Chiron

Autodesk Editor's Gallery - Dream bath

CG Arena Excellence Award

Best of Blender Artists: 2021-42

Art Of Blender: Volume I Book

SKILLS

Modeling, Lighting,
Rendering

SOFTWARE

3ds max, V-ray, Blender,
Marvelous Designer,
Speedtree, Photoshop

LANGUAGES

English, Serbian

HOBBIES / INTERESTS

Basketball, Music, Traveling,
Photography