

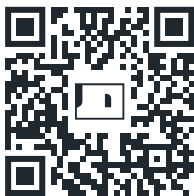


JURA DOBRILLOVIĆ

CONTACT



www.juradobrilovic.com



EDUCATION

2009 – 2013 – Zagreb, Croatia

School of Applied Arts and Design
Graphic Designer

Subjects of the profession and programs used:

- typography - Adobe InDesign
- illustration - Adobe Photoshop
- graphic design - Adobe Illustrator
- drawing and painting - traditional

2013 – 2017 – Zagreb, Croatia

Academy of Fine Arts
Bachelor's degree in Art Education

Art History (architecture, painting, statuary...)
Psychology and Sociology
Drawing, Painting, Graphics and Statuary
- perception, perspective, visual anatomy...

2017 – 2020 – Zagreb, Croatia

Academy of Fine Arts
Master's degree in Art Education

Teaching methodologies
Psychology and Sociology
Graphics and applied graphics
- computer graphics, 3D

ABOUT

3D Artist and Graphic Designer

Skilled and passionate 3D artist with experience in creating stunning visual designs and 3D models. Seeking a challenging position in a dynamic organization where I can utilize my technical expertise and artistic abilities to contribute to the creation of captivating visual content. Specialized arts and design professional with a Master of Art Education - MA focused in Computer Graphics from Academy of Fine Arts, Zagreb.

EXPERIENCE

2013 – CURRENT

Graphic Designer and Illustrator

Freelance

Making illustrations and designs for different purposes:

- logos - shirts
- packaging (beer, album covers, boxes...)
- leaflets and brochures...

2014 – 2015

Graphic Designer

WestFest Mall, USA

Designing visuals for products (shirts, phone cases, bags...) for Snoop Dogg

2021 – CURRENT

3D Character Artist

Cro Game Devs, Croatia

- Collaborated with a team of artists and developers to create high-quality 3D Characters for the first game about Croatian War of Independence.
- Created detailed 3D models, textures, and materials, ensuring consistency with the established art style and technical requirements.
- Worked closely with art directors and clients to understand project requirements and deliver exceptional results within deadlines.
- Actively participated in critiques and feedback sessions to refine and improve the quality of artwork.

SKILLS



Technical skills

3D Modeling: Proficient in creating high-quality 3D models using industry-standard software such as ZBrush and Blender. Skilled in both organic and hard-surface modeling techniques.

Texturing and Shading: Extensive knowledge of UV mapping, texture painting, and creating realistic materials using software such as Substance Painter and Photoshop.

Lighting and Rendering: Experienced in setting up realistic lighting and rendering using software like Marmoset Toolbag and Unreal Engine. Able to create visually appealing and atmospheric scenes.

Rigging and Animation: Basic knowledge of rigging characters for animation. Fascinated by great animation, striving to learn fluid and dynamic animations.

Other Skills

HANDYMAN

Helping father in his carpentry since I was 12 y/o

LANGUAGES

Croatian - (mother tongue)
Similar - Bosnian, Serbian
English - C1/C2, Everyday use

DRIVING LICENCE

AM, B, F, G