

# Ozren Fürst

3d generalist

Odranska 8,  
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Croatia

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## Experience



### Exozet d.o.o.

part of Exozet Games GmbH, Berlin  
Game Development Studio

<http://www.exozet.com/index.php/games/en/Company/Info>

Privately Held; 51-200 employees;  
March 2006 - March 2007 (1 year 1 month)  
as a 3d modeler, texturer



### Infine d.o.o.

Movie production & Postproduction

<http://www.infine.hr>

Privately Held; 5-20 employees;  
July 2007 - March 2012 (4 year 9 months)  
as a 3d generalist & animator



### Freelance projects

**PC Game for Desert Owl Games - Space Wars**  
spaceships modeling, texturing

<http://www.spacewars.com/>

**PC Game for OneManArmy - Death Hand**  
vehicle modeling, texturing

<http://onemanarmygames.com/>

**IOS/Android Game for Boxi Interactive LLC - Ally & Conquer**  
concept, modeling, texturing, animation

<http://www.boxi.net/index.php/ally-conquer/>

**IOS/Android Game for AlienMob Inc. - Ruin Wars**  
concept, modeling, texturing, animation

<http://www.alienmob.com/>

**Mobile Devices Game for FLARB LLC - Camerabirds**  
environment and creature modeling and texturing

<http://camerabirds.com/>

<http://www.youtube.com/watch?v=SQwdKWDuuJg&feature=youtu.be>

**PC Game: Fallout - New Vegas, Beyond The Boulder Dome mod**  
creature concept, modeling and texturing

<http://beyondboulderdome.blogspot.com/>

<http://www.youtube.com/watch?v=lvVplrgYRww>

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## Skills

Concept Art

Digital Painting

Modeling

Mapping

Texturing

Animation

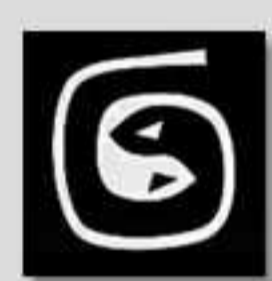
Compositing

Sculpting

Baking

Motion Graphics

## Software Knowledge



Autodesk 3d Studio MAX



Autodesk Mudbox



Headus UV Layout



Adobe Photoshop



Adobe After Effects



3d Coat



Knald



Substance Painter



Manga Studio