

Ozren Fuerst

Senior 3d Artist

CONTACT DETAILS:

ofuerst@gfx-storage.com
+385 998603795
SKYPE ID: ozren.fuerst
Franje Lovrića 31, Sisak
Croatia

PERSONAL STATEMENT:

I am very enthusiastic and hard working. I work well within the team or independently. I like to propose and exchange ideas with my colleagues, but I can also work strict by provided references. I'm willing to learn and acquire new skills that will help me to do my job better.

KEY SKILLS:

- Modeling, Mapping and Texturing
- Character/Vehicle/Prop concept art and design
- Sculpting and High Polygon modeling, Baking Normal maps
- Rigging & Skinning
- Animation and Motion Graphics
- Compositing
- Able to work within the team
- Able to learn new tools and processes efficiently

TECHNICAL SKILLS:

Software	Experience Level	Software	Experience Level
3DS MAX	15 years	Photoshop	15 years
Modo	2 year	Manga Studio	4 years
3D Coat	6 years	After Affects	14 years
Mudbox	4 years	Unity	3 years
Substance Painter	5 years	Unreal	2 year

EMPLOYMENT HISTORY:

Gamepires (December 2020 – Present)

3d Generalist

Scum (PC)

- 3D Modeling, mapping, texturing, rigging

Dings Solutions (December 2019 – October 2020)

3d Artist

Royal Commanders (IOS/Android)

- 3D Modeling, mapping, texturing, animation

Swat Rescue (IOS/Android)

- 3D Modeling, mapping, texturing

Little Green Men / Intercorona d.o.o. (October 2018 – May 2019)

3d Artist

Starpoint Gemini 3 (Multiplatform)

- 3D Modeling, mapping, texturing

Lion Game Lion (July 2017 – March 2018)

3d Artist

Raid: World War II (PC, Playstation 4, Xbox One)

- 3D Modeling, mapping, texturing

Freelance Projects (March 2012 – Present)

Freelance Project for Unicorn Tales (February 2016 - Present)

King's Quest IV remake

- Environment and props 3d modeling and texturing
- Character 3d modeling and texturing using provided references
- Character animations

Freelance Project for FLARB LLC

Forgesmith VR (Gear VR)

- Environment and props 3d modeling and texturing
- Character 3d modeling and texturing using provided references

Freelance Project for Desert Owl Games

Space Wars (PC)

- 3d modeling and texturing using provided references

Freelance Project for OneManArmyGames

Death Hand (PC)

- 3d modeling and texturing using provided references

Freelance Project for Boxi Interactive LLC

Ally & Conquer (IOS/Android)

- Developing and making concepts of various props (architecture, vehicles) in close collaboration with the client
- 3d modeling, texturing, animation

Freelance Project for Alienmob Inc.

Ruin Wars (IOS/Android)

- Developing and making concepts of various props (architecture, vehicles)
- 3d modeling, texturing and simple animations

Freelance Project for FLARB LLC

Camerabirds (Iphone, Ipad AR)

- Environment 3d modeling and texturing
- Creature 3d modeling and texturing using provided references

Beyond The Boulder Dome mod for Fallout New Vegas (PC)

- Creature concept, 3d modeling and texturing

Infine d.o.o. (July 2007 – March 2012)

3d Generalist, Animator, Composer

Various TV Commercials, Short animated films and Music Videos

- 3D Modeling, mapping, texturing, animations, motion graphics, compositing

Exozet d.o.o. (March 2006 – March 2007)

3d Artist

Zoom Paparazzi im Einsatz (PC)

- 3D Modeling, mapping, texturing

Die Drei Fragezeichen (PC)

- 3D Modeling, mapping, texturing

EDUCATION & QUALIFICATIONS:

Institute	Course	Grade	Date
High School	Gymnasium	4	1995 - 99

LANGUAGES:

Croatian – Fluent / Native

English – Advanced

German – Beginner

INTERESTS & HOBBIES:

Since the childhood I had a great passion for comic books. I still keep many attempts of creating my own comic books from that time. Now when I'm older and more skilled, in a free time I'm practicing to draw comics again. I'm sure that one day I'll have my comic published.

REFERENCES:

Ralph A. Barbagallo III
FLARB LLC
ralph@flarb.com

Weiqiang Wang
ALIENMOB INC.
weiqiangw@gmail.com

Jorge Helguera
One Man Army Games
jorge@onemanarmygames.com