

PAVLIN DIMITROV

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portfolio: www.pavlindimitrov.com

OBJECTIVE

To obtain a position as a Character Artist where creative thinking combined with software experience come together to produce a quality product.

EDUCATION

DePaul University

6/2007

Chicago, IL

3.84/4.0 GPA

Bachelors of Science in Graphics Design and Computer Animation with concentration on Technical Design

TECHNICAL EXPERIENCE

Software

- 3D Studio Max, *Proficient*
- ZBrush, *Proficient*
- Photoshop, *Proficient*
- After Effects, *Proficient*
- Illustrator
- Flash

Programming Language Experience

- VisualBasic.NET
- Java
- HTML

EMPLOYMENT HISTORY

Freelance 3D Modeler, clickBOOM/PXL Computers

9/2007 — 1/2011

Wilmette, IL

- Created optimized (500 triangles, 512x512 texture) replicas of existing landmarks (statues, museums, stadiums, convention centers, sky scrapers etc.) throughout the world using 3D Studio Max.

Art Intern, Midway Games

9/2008 — 2/2009

Chicago, IL

Created Low LODs and collision meshes for environment assets (buildings, rubble, streets, trains etc.)
Converted existing assets from the art database to fit the specifications of our project
Imported and placed assets into Unreal Editor

Sign Language Animator, DePaul Sign Language Department

9/2005 — 4/2006

Chicago, IL

- Animated 3D characters performing sign language for use in hospital training videos using a specifically designed interface that employed 3d Max

REFERENCES

Available upon request