

Aleksandar Rodic

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Profile

- Technical artist with wide range of experience in computer graphics related fields.
- Good understanding of programming principles and fast adaptation to new languages.
- Experienced with various pipelines for film and video game production.
- Comfortable working in small and large teams.

Experience

ELECTRONIC ARTS TIBURON - TECHNICAL ARTIST - INTERNSHIP - 2010

Created character pipeline tools to improve workflow and shorten the production time. Worked with lighting artists and graphics engineers to create particle-based visual effects with adjustable parameters for the artists' creative control.

PIXAR ANIMATION STUDIOS - TECHNICAL DIRECTOR - INTERNSHIP - 2010

Worked in a small team developing a pipeline for procedural city modeling. Established a scalable pipeline and an art directable workflow using Maya, Cityengine and Python.

ELECTRONIC ARTS TIBURON - TECHNICAL ARTIST - INTERNSHIP - 2009

Created pipeline scripts, tools, custom shaders and procedural animations.

SAVANNAH COLLEGE OF ART AND DESIGN - WEB DEVELOPER - 2009, 2010

Worked in a small team maintaining the scad.edu and its satellite websites. Projects included server-side and client-side scripting as well as user interface design using latest web technologies.

GALERIJA 12 DESIGN STUDIO, 2006-2008

Assumed a wide range of technical and creative roles in a small team. Worked on TV commercials, corporate films, interactive installations and websites.

Education

- Savannah College of Art and Design, United States — MFA Visual Effects, 2010-present
- Savannah College of Art and Design, United States — BFA Visual Effects, 2008-2010
- College of Electrical Engineering and Computer Science, Serbia — Ass. BSc Audio and Video Technologies 2002-2006

Software Tools

Maya, Houdini, Cityengine, Motionbuilder, After Effects, Photoshop, Illustrator, Dreamweaver, Flash, Director, Processing

Programming Skills

Python, WebGL, RSL, HLSL, GLSL, PHP, CSS, Actionscript 2.0, Javascript, MySQL