

Ivan Begovic

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Summary

I am a young artist looking for a job in 3D Computer Animation. Telling stories is my passion. I chose to become a 3D computer animator because I believe this media has a lot of potential. It is fun, it is engaging, and it combines many different skills and techniques.

My education makes me an easily trainable and enthusiastic employee. While my specialty lies in character modeling and animation, I would welcome the chance to expand my skills in other aspects of 3D Animation. It would be amazing to get the chance to help create fun and unique characters.

Art Skills

3D Character Modeling, 3D Character Animation, 3D Object Modeling, 3D Environment Design, Storyboarding, Video Editing, Sound Editing

Software Skills

Autodesk Maya 2014, Adobe After Effects CS6, Adobe Premiere Pro CS6, Adobe Photoshop CS5, Audacity 2.0, Microsoft Office

Experience

May 2014 - Present Animation Intern at X Plus Z (<http://www.xplusz.com/>) Burnaby, BC, Canada

- Producer of 3D Animated Characters and Objects
- Copywriter for web and mobile application
- Performed development tasks for web and application production

Education

Vancouver Film School, Vancouver, BC, Canada
Diploma in Digital Character Animation
Graduated in December 2013

Emily Carr University of Art + Design, Vancouver, BC, Canada
Bachelor of Fine Arts, Major in Animation
Graduated in May 2013

Elgin Park Secondary School, District #36, Surrey, BC, Canada
Graduated in 2009

Interests

Fantasy books, animated movies, writing, video games, skiing, and swimming

References

Joseph Yan, Development Team Lead at X Plus Z – joseph.yan@xplusz.com
Dick Zondag, Partner & Director at Movie Plus Canada - dick.zondag@gmail.com