

Marcus Zivic

General 2D & 3D | mzivic.wordpress.com

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Summary of Skillsets

- 3D models in 3DS Max and Maya
- 3D sculpt models in Mudbox
- Realistic renders with V-Ray
- Post production in After Effects
- Video editing in Premiere Pro
- Photo manipulation/textures in Photoshop
- Graphic design/Illustration in Illustrator
- DVD authoring in Encore
- Rigid body and realistic fluid simulations in RealFlow
- Sound editing/sound effects in SoundBooth
- PC/Mac proficient
- Self taught piano/keyboard

Education

The Illinois Institute of Art - Schaumburg
Schaumburg, Illinois - Bachelor of Fine Arts - Media Arts & Animation 2012

Technical Skills

- 3DS Max
- Maya
- Mudbox
- V-Ray
- RealFlow
- Illustrator
- Photoshop
- Premiere Pro
- Encore
- Soundbooth
- After Effects
- Microsoft Office

Traditional Skills

- Animation
- Modeling
- Drawing
- Storyboarding
- Life Drawing
- Illustration

Job Experience

Goodwill Industries

Lake Zurich, IL

Cart Associate

Oct 2010 - Dec 2011

- Unload merchandise from cart to shelves
- Price items for re-sale
- Sort through donations for quality
- Set up various displays
- Watch over display case
- Customer service

T.J. Maxx

Lake Zurich, IL

Sales Associate

Nov 2006 - Sept 2010

- Unload trucks of merchandise
- Process items to be sold
- Clothing mark-downs
- Build various displays
- Assembled furniture
- Customer service