

DAWID CENCORA

3D CHARACTER ARTIST

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CAREER OBJECTIVE

Continue growing as 3D character artist with talented people in a challenging job that creates high-quality art assets for films, broadcasts or video games.

SKILLS

- » Digital sculpting (hard surface and organic)
- » Polypainting
- » Retopology
- » Anatomical understanding
- » UV mapping and texturing
- » Hard surface poly/nurbs modeling
- » Character creation
- » Strong skill base and experience in Maya
- » Good observation skills
- » Knowledge of technical aspects of photography
- » Wide knowledge of lighting and magic
- » Front end developer - webdesign xhtml css

Additional experience: shading and lighting, multipass rendering, cg compositing, experience in drawing and traditional sculpting, basics of animation and simulation.

PROFESSIONAL EXPERIENCE

- 2012 Shading/lighting and rendering artist on spot for Transatlantyk Festival
- 2008 - 2012 Freelance webdesigner for AQA in Poland
- 2008 - 2010 Freelance Photographer for Lime Tree in Poland

LANGUAGES Polish ★★★★★ English ★★★★★ German ★★★★★

EDUCATION

- 2011 - 2012 Drimagine - 3D Animation & VFX Academy
- 2006 - 2010 Education Center in Augustów - IT Degree

SOFTWARE ABILITIES

Autodesk Maya	★★★★
Pixologic Zbrush	★★★★
Chaos Group Vray	★★★★
Nvidia Mental Ray	★★★
Headus UV Layout	★★★
The Foundry Mari	★★★
The Foundry Nuke	★★★
Adobe Photoshop	★★★
Adobe After Effects	★★★

★★★★ Advanced
★★★ Intermediate
★★★ Basic