

BORIS MESAROS

Contact
information

E-mail address: boky74@gmail.com

OBJECTIVE

To be the part of creative game development team in an inspiring work environment.

WORK EXPERIENCE

Motion Studios - Bremen, Germany <http://www.motionstudios.de>

June 2013 – 2014

Worked remotely for Motion Studios on the following:

Modeling 3D vehicles and various objects for interactive software.

DnS Development - Bremen, Germany <http://www.dns-development.com/>

May 2009 – July 2013

Worked remotely for DnS Development on the following:

- **Raccoon game** (Unannounced)

 - Lead Environment Artist

 - Concept Art, Modeling

- **Zombie Blitz**

 - Lead Environment Artist

 - Texturing, Illustrations, UI Design

- **Primal Fears**

 - Lead Environment Artist

 - Level building, Lighting , Modeling, Texturing

- **Dead Horde**

 - Lead Environment Artist

 - Level building, Lighting , Modeling, Texturing

- **Booster Trooper**

 - Environment Artist

 - Level building, Lighting, Modeling, Texturing

- **Twin Sector**

Environment Artist

Level Building, Modeling, Texturing

INVIDIA Creative Team – Subotica, Serbia <http://invidiacreative.com/>

November 2006 - October 2008

Worked remotely for INVIDIA Creative Team on the following:

3D Modeling and Texturing, Illustrations

EDUCATION

Academy of Arts Novi Sad <http://www.akademija.uns.ac.rs/>

Department for Printmaking + Sculpture and Painting

SKILLS AND PROFICIENCY

Skills: 3D modeling & Texturing, UV mapping, Illustration, Vector Art

Programs: Luxology Modo, LightWave, Adobe Photoshop,
Adobe Illustrator, FreeHand...