

MILAN MILENKOVIC

3D GENERALIST / VIDEO EDITOR /
GRAPHIC DESIGNER



✉ milancreativesolutions@gmail.com

📍 Subotica, Serbia

🌐 milancreative.solutions

[LinkedIn](#)

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PROFILE

3D generalist with extensive experience in classical 2D design, that specializes in sculpting, texturing, loves to animate stuff and dreams big.

SKILLS

- **3D Sculpting** (*Zbrush*)
- **3D Modeling** (*3DS Max, Blender*)
- **Texturing** (*Substance Painter, PS*)
- **Video Editing** (*After Effects, Premier*)
- **2D Graphic Design** (*PS, Illustrator*)
- **2D - 3D Animation** (*After Effects, C4D*)
- Problem-Solving
- Strong Communication

EDUCATION

SECONDARY SCHOOL

Technical school "Ivan Saric"
long time ago

SUMMER OF UNREAL

Crater Training Center
2021

EXPERIENCE

3D GENERALIST AND 2D/3D ANIMATOR

Milan Creative Solutions · Freelance
2019 - Present

- 3D Sculpting
- 3D Modeling
- Texturing
- 2D/3D Animation

GRAPHIC DESIGN PROJECT MANAGER

Self-employed
2011 - 2019

- Packaging design and development
- Visual concept creation
- Environment design

GRAPHIC DESIGNER AND IT DEPT. MANAGER

Goodwill Pharma d.o.o., Serbia
2008 - 2011

- Project management
- Concept development and Brand identity
- Creation of packaging and other graphic material