



Jordan Filipovich

3D Artist

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SUMMARY:

I'm an artist specializing in 3D character modeling, with skills in modeling and texturing environments.

EDUCATION:

The Illinois Institute of Art - Chicago
Bachelor of Fine Arts - Game Art & Design
September 2013 - 2016

SKILLS:

High and Low Poly Character Modeling
3D Asset Modeling
Texturing
3D Animation
3D Rigging
Traditional and Digital Illustration

SOFTWARE:

Adobe After Effects
Adobe Illustrator
Adobe Photoshop
Allegorithmic Substance Designer
Allegorithmic Substance Painter
Autodesk Maya
CrazyBump
Marvelous Designer
Pixologic Zbrush
Unity 3D
Unreal Engine
xNormal

EXPERIENCE:

Junior Associate Artist (Contract)
NetherRealm Studios
July 2017-March 2018, September 2018-May 2019

Worked on models, textures, and optimization for characters and props in Mortal Kombat Mobile, and Injustice 2 Mobile. Created assets for videos, and images used to market the games. Primarily used Maya, Zbrush, Photoshop, Substance Painter, and the Unreal Engine.

Freelance 3D Artist
DMT Inc.
June 2018-October 2018

Created 3D models, and textures for the iPhone app Race.

Freelance 3D Artist
321 Fast Draw
April 2017-July 2017, May 2018-July 2018

Worked with a team to develop Virtual Reality experiences. Created 3D models and artwork, while also testing functionality of the projects. These were developed for use with the HTC Vive using Unity 3D.

Game Art Tutor
Academic Learning Center
The Illinois Institute of Art - Chicago
March 2015-June 2016

Collaborated with students who required assistance with programs, including Autodesk Maya, Adobe Photoshop, and Unity3D. Aided students with 3D modeling, animation, and illustration. Worked alongside fellow tutors to provide feedback and constructive criticism on projects.