

joetakacs

3dartist

joetakacs@live.com

I am a Manchester based 3D Artist with skills that span to Animation, Graphic Design and Video Editing. I am very open-minded, enjoy working as part of a team, have good communication skills, and will voice my opinion. I have a hunger to learn and am forever researching ways to help improve my general eye for design and everyday workflows.

Experience

2014 – Present

Virtual Planit - 3D Artist

Working at Virtual Planit has given me first-hand experience with working in industry and has educated me further in arch-viz. I create highly detailed and accurate 3D models of architectural structures, landscapes and objects.

2010 – 2014

Waitrose - Sales Assistant

Working in a supermarket gave me experience in working with customers, delivering excellent customer service and working as part of a team.

2010

Lorraine Rowland Design - Graphic Designer

On this 2 week long placement i used the Adobe Suite to create some personal advertisement images and it gave me an insight to the design industry at an early age.

Skills

Autodesk 3Ds Max

I have 7+ years' experience in 3Ds Max and am very comfortable with many modelling techniques.

Adobe Photoshop

I have over 8 years' experience with Photoshop and feel extremely comfortable with retouching and compositing methods.

Chaosgroup Vray

I feel comfortable with the industry standard renderer and can understand many of the concepts behind rendering, material and lighting setups.

Adobe After Effects

I have video editing knowledge which can help in compositing renders and animations.

Education

2012 – 2014

The Manchester College, Manchester

Distinction in Foundation Degree 3D Modelling and Animation for Games & Media

2009 – 2011

Trafford College, Altrincham

Triple Merit in BTEC Games Development

2004 – 2009

Wellington School, Timperley

10 GCSE passes A – C including Maths, English, Science.