SZABOLCS DVORCSÁK

3D ARTIST / GRAPHIC DESIGNER, UI/UX DESIGNER

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ABOUT ME

I am a Freelance Graphic Designer with more than 6 years of experience from Hungary, currently based in Austria since 2013. My experience have give me the ability to work across mediums, identify problems and correct design issues under tight deadlines and pressure.
On a personal level I have an unyielding commitment to quality as well as extreme attention to detail.
I am passionate about everything that has to do with 3D Art, UI/UX design, Graphic design, Motion Graphic design and I feel a true devotion for Graphic design.

WORK EXPERIENCE

Slots Studio Game Development. Atlanta
Freelancer 3D Artist, UI/UX & Graphic Designer, *12.2015 - 01.2016*

I was responsible to create and design all graphic elements, 3D art with UI/UX design. We have created casino modul games.

Card Emotion Gmbh. Wien
Freelancer 3D Artist & Developer, *05.2015 - 08.2015*

Mostly my works are modelling vehicles and engines, retopologize, making UV maps and baking.

Hertha-Produziert Gmbh. Wien
Motion Graphic Designer, *01.12.2014 - 22.04.2015*

It was a short time "Part-Time" work for me, mostly i have been work with After Effects, Illustrator and Adobe Muse.
We have been make commercials.

LANIATUS
3D Artist & Graphic Designer, *2010-2013*

That was in Budapest , Hungary. We Develope MMORPG online games. Well here is my skillset , pressure and responsobilit was much bigger than ever. Character and Object Design (3D Artist) Multimedia Designer , Animations , Compositing VFX , UI and Web Design.

EDUCATION

UNIVERITY OF WEST Hungary
Sopron, Hungary, *2005– 2010*
Faculty of Engineering Wood Sciences and Applied Arts – Product Design and Graphic Design

COLLEGE OF NYÍREGYHÁZA
Nyíregyháza, Hungary, *2004 – 2005*
Arts and Humanities College Faculty – Drawn and Visual Communication

ART GYMNASIUM FINE AND APPLIED ARTS
Nyíregyháza, Hungary, *1999 – 2004*
Art Gymnasium Fine and Applied Arts – department -Sculpture

DESIGN SKILLS

Adobe After Effects CC	●●●●●●●●○
Adobe Photoshop	●●●●●●●●●
Adobe Illustrator	●●●●●●○○○
3D MAX	●●●●●●●●○
ZBrush	●●●●●●●●○
3D Coat	●●●●●●●●○
Topogun	●●●●●●●○○
Marmoset Toolbag	●●●●●●●●○
Unity engine	●●●●●○○○○
Unreal engine	●●●○○○○○○
Vray	●●●●●●●○○

PERSONAL SKILLS

Social Commitment	●●●●●●●○○
Organization	●●●●●●●●●
Creativity	●●●●●●●●●
Communication	●●●●●●●○○
Teamwork	●●●●●●●○○
Preciseness	●●●●●●●●●

LANGUAGES

English	●●●●●●●●○
German	●●●●●○○○○
Hungarian	●●●●●●●●●

AWARDS

DESIGN BOOM „ Green Life" Competition
september 21st, 2009

UBU (Urban Bamboo Utopia)

The UBU is planned to be able to be erected on a place which otherwise would need a complete environment reform.
UBU is absolutely self-supporting : its catchment drains catch precipitaion and a segmented container collects it all and cleans selectively accordingly to the use of water: for example water used for flushing the toilet is needless to be clean, so again we can save energy.

http://www.designboom.com/project/ubu-urban-bamboo-utopia/

HOBBIES AND ACTIVITIES

- Bicycle riding
- Gaming
- Photography
- Travelling
- Music