

## **Sanela Mickovic**

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### **OBJECTIVE**

Dedicated and passionate Senior artist with focus on Environment Art: modeling, texturing and lighting. Developed visually stunning and immersive computer artwork. Applied my talent, work ethics, with over 10 years of experience on a AAA games.

### **SPECIALTIES**

- Strong modeling and texturing skills in 3D packages such as Maya, 3D Max and Photoshop. Learning knowledge in zBrush, Unreal Engine 3 and Flash
- Experienced in building stylized and realistic environments
- Excellent communication skills—ability to work closely with design team to come up with a cohesive art design to meet gameplay requirements
- Ability to produce high caliber work both independently and on a team

### **WORK EXPERIENCE**

2013 - 2016 **Electronic Arts (EA)**

**Senior Environment Artist**

Shipped Games:

- FIFA17
- FIFA16
- FIFA15
- FIFA14

Responsibilities and Skills:

- Environment modelling, texturing and lighting
- Improved visual quality of stadiums
- Frostbite Engine assets integration
- Reviewed outsourcing team assets and gave them feedback on it
- Mentor junior artist throughout the projects

**2009 - 2013    United Front Games, Vancouver, Canada**  
**Senior Environment Artist**

**Shipped Games:**

- LittleBigPlanet Karting, 2012
- ModNation Racers, 2010

**Responsibilities and Skills:**

- A key player in setting the benchmark for modeling quality and visual benchmarks
- Developed workflows for creating modular buildings of the in-game world's buildings
- Experienced in creating/tuning surface shaders
- Expertise in architectural and organic modeling
- Coordinated outsourcing efforts with external studio
- Involved in level design, early pre-productions of the game, created AI test beds and mission greyblocking layouts
- Ability to stay on schedule and approach the complex issue creatively and flexibly in a time constrained environment
- Ability to give and take direction and critique
- Strong technical knowledge of tools and pipelines
- Coordinate efforts with other disciplines, such as programming and design
- Solid understanding of memory budgets and streaming for linear and open world games

**2002 - 2008    Radical Entertainment, Vancouver, Canada**  
**Environment Artist**

**Shipped Games:**

- Crash of the Titans
- Crash Tag Team Racing
- Scarface The World is yours
- The Simpsons Hit & Run
- Monsters Inc. Scream Arena

**Responsibilities and Skills:**

- Modeling, texturing and lighting of environments and props
- Character modeling and texturing
- Coordinated efforts with other disciplines
- Level design, art polishing and optimization
- Excellent verbal and written communication skills, self motivated and great team player
- Worked on stylized and realistic games

## **EDUCATION**

2001      **Emily Carr University, Continuing Studies**

- Various courses: Maya, Adobe Photoshop, Illustrator, Drawing

1999-2000   **CDI College, Vancouver, BC**

- Diploma: Programmer/Analyst C++

1998-1999   **British Columbia Institute of Technology, Burnaby, BC**

- Certificates: Programming Concepts/Methods, VB, C, C++ Programming Language

1992-1994   **Academy of Fine Arts, Mostar, Bosnia and Herzegovina**

- Completed two years in general fine arts.

## **REFERENCES:**

Available upon request