

Igor Knezevic

Concept Design, Art Direction, Architecture, Themed Entertainment, 3D CGI / VR

310 346 7892 | igor@flaregroup.com | www.flaregroup.com (concept / CG / film) & www.alienology.com (design)

Skills: Concept Design, Art Direction, Architectural & Product Design, Film and game set / level design

CAPABILITIES:

- Creating of 3D and 2D CG illustrations, 3D geometry, animations and graphic designs.
- Concept design, Storyboarding and layout development.
- Envisioning and creating of 3D architectural, game and cinematic environments including VR.
- Expert level knowledge of digital making and 3D printing.
- Strong hand-drawing and painting skills. Created short comics, illustrations and picture books.
- Ability to work as part of creative design team. International work experience. US citizen.
- Member of Art Directors Guild / IATSE local 800 > 20 years of CG related work, 8 + years in feature films.

Feature Film work experience (IMDB link: <http://www.imdb.com/name/nm2251995/>)

April 2017 – August 2017	Concept Designer for TV series The Orville (FOX studios)
January 2017 – April 2017	Concept Designer for Minecraft feature film (Warner) PD: Jim Bissell
March 2015 – July 2015 LA, CA	(SONY Studios) Concept Designer for Feature Film " Passengers " Director: Morten Tyldum, Production Designer: Guy Hendrix Dyas Nomination for the Academy Award for best design 2016.
Oct2013 - March2014 LA, CA	(Paramount) Concept Designer / Props for feature film " Terminator: Genisys " Director: Alan Taylor, Production Designer: Neil Spisak
Aug2012 - March2013 LA, CA	(Warner) Concept Designer / Costumes for feature film " Jupiter Ascending " Director: Lana & Andy Wachowski, Costume Designer: Kym Barrett
Jan2012 - May2012 LA, CA	(MGM) Concept Designer / Props for feature film " Robocop " Director: Jose Padilha, Production Designer: Martin Whist
Oct2011 - Feb2012 LA, CA	(Universal) Concept Designer for feature film " Oblivion " Director: Joe Kosinski, Production Designer: Darren Gilford
March2011 - June2011 LA, CA	(Universal) Concept Designer / Sr. illustrator for feature film " R.I.P.D. " Director: Robert Schwentke, Production Designer: Alec Hammond
Feb2011	(Fox) Illustrator for feature film " X-Men: First Class ", PD: Chris Seagers
July 2010 – Dec 2010 Culver City, CA	(Strike Ent). Concept Designer / Sr. illustrator for feature film " In Time ". Director: Andrew Niccol, PD: Alex McDowell

Architecture

2011 – 2014 LA, CA	Consulting Designer on several Themed entertainment projects: 1) Moscow Universal CityWalk (Action - Adventure) for Universal Studios 2) Star Trek "City of Wonder" for Paramount theme park in Murcia, Spain.
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- 3) Vegas High Roller (**Hetteema Group**)
- 4) Shenfu Circle of Life urban development, China (**Goddard group**)
- 5) Lotte Ice Park, Korea (**Thinkwell**)
- 6) Cirque Du Soleil, Mexico (**Goddard group**)

April 2007 – March 2009
Santa Monica, CA

(Chimera Design) **Concept designer / Thematic Architect** for **Marvel Superheroes** theme park project in Dubai, UAE. Work included creating environments for Marvel branded attractions.

March 2001 - August 2003
Venice, CA

Jerde Partnership
Architect / senior 3D designer - Working on many retail and entertainment projects in USA, Dubai, and China.

TV / Commercials / Games

March 2008
London, UK

MTV Europe / Onedotzero.
Director / Art Director - My short film pitch, "Proxies", was winner of international short film competition organized by Onedotzero. Film was then commissioned by MTV and was used as station ID throughout 2008

August 2003 – Nov 2003
Venice, CA

Pixel Liberation Front
3D artist / Art Director - Working on previs and final renderings for **Goldeneye2** intro cinematic for **Electronic Arts** game project..

March '99 – January 2001
Santa Monica, CA

Yahoo Music / Launch Media Inc
3D environment designer - created virtual sets, interfaces and 3D scenes

VR / Interactive

LA, CA June 2015

(5D Global / USC) VR interface Concepts and real-time 3D models for **Boeing** Training VR center

LA, CA January 2016

(5D Global / Wondros) 3D modeling and concept design for part of "**The Leviathan**" VR experience presented at Sundance Film Festival

LA, CA November 2015

(5D Global) VR / AR interface Concepts and retail experience for **Under Armor** store project, NYC

SOFTWARE AND HARDWARE SKILLS:

3D graphics: 3d Studio MAX , ZBrush, 3D Coat, Modo, Marmoset, Substance tools, V-Ray,

3D real-time: Unity 3D, Unreal, HTC Vive VR tools / RIFT tools, Lumion, Twinmotion

2D graphics: Photoshop / Adobe Suite, Painter, CorelDRAW

Multimedia / Video: After Effects, Premiere

CAD: AutoCAD, Revit, Rhino / grasshopper3D

Hardware: Proficient with PC, Macintosh and Linux systems.

EDUCATION:

1992 - 1997 Study of Architecture, Technical University in Vienna, Austria