

Fedja Hodzic

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OBJECTIVE:

Seeking employment opportunities that utilize creativity, originality, design thinking, and problem solving skills in the field of Concept Art and Design for the Entertainment Industry.

EDUCATION:

FZD School of Design, Singapore
Advanced Diploma in Entertainment Design June 2016
Diploma in Industrial Design October 2014

University of Connecticut, Storrs, CT USA
Bachelor of Science in Engineering: Materials Science and Engineering May 2008

INDUSTRY JOB EXPERIENCE:

Freelance Concept Artist
Immutable, Sydney, Australia February 2020 - April 2020

- Game board design and lighting

Revolution Software, York, England, UK February 2019 - December 2019

- Environment and prop design
- Environment interior design and lighting
- 2D asset creation

Ascendant Studios, San Rafael, CA December 2018

- Environment and prop design

Pinhead Games, San Rafael, CA October 2018 - November 2018

- Environment exterior design and lighting
- Environment interior design and lighting

Environment Concept Artist
Telltale Games, San Rafael, CA March 2017 - September 2018

- Environment, prop, and vehicle design
- Environment interior design and lighting
- 2D asset creation
- Some storyboarding and color scripting

Shipped Titles:

Minecraft Story Mode: Season 2: Episodes 1 - 5
Batman: The Enemy Within: Episodes 4 & 5

PREVIOUS JOB EXPERIENCE:

Laser Weld Engineer November 2011 - September 2014
Flight Support Inc, North Haven, CT

Weld/Production Engineer October 2008 - October 2011
Alcoa Power and Propulsion, Howmet TCC, Branford, CT

Production Metallurgist May 2008 - September 2008
Atlantic Wire Company LLC, Branford CT

SOFTWARE PROFICIENCY:

Adobe Photoshop, Google SketchUp, Magica Voxel