



STEFANI JOSIMOVSKA, 24

AMBITIOUS, TEAM PLAYER, PROBLEM SOLVER

Skopje, Macedonia



WORK EXPERIENCE

Fourline, Startup Company

GRAPHIC DESIGNER

JAN 2018 - PRESENT

- Graphic Design and Multimedia for various projects

FX3X, Visual Effects Company

3D ANIMATION

FEB 2016 - SEP 2017

- Clean up and keyframe animation on various projects

IFU Group

TRANSLATOR

MAR 2013 - NOV 2015

- Translation of technical documents from English and Serbian to Macedonian language.

UNICA Design

INDUSTRIAL DESIGN INTERN

JAN 2015 - JUN 2015

DESL

INDUSTRIAL DESIGN INTERN

SEP 2014 - JAN 2015

FORMAL EDUCATION

BSc in Industrial Design, Faculty of Mechanical Engineering, Skopje

UNDERGRADUATE SCHOOL

SEP 2012 - DEC 2015



GRADUATED AT FACULTY
FOR MECHANICAL ENGINEERING
Major: Industrial Design



2 YEARS EXPERIENCE in
3D Animation & Industrial Design



Work with projects for American
clients

CREATIVE & SOCIAL SKILLS

ORGANIZATION



AMBITIOUS



QUICK LEARNER



ATTENTION TO DETAILS



TEAM PLAYER



COMMUNICATION



TECH SKILLS

Autodesk Maya



Adobe Photoshop



Adobe Illustrator



Adobe Premiere Pro



Autodesk AutoCAD



SolidWorks



WordPress



LANGUAGES

ENGLISH

Proficient User

MACEDONIAN

Native Speaker

HOBBIES

PHOTOGRAPHY, FILMS, VIDEO GAMES, DIY PROJECTS



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Skopje, Macedonia



VOCATIONAL EDUCATION

Graphic and Multimedia Designer

CAREER DEVELOPMENT ACADEMY

JAN 2017 - MAR 2017

NewMan's Business Accelerator, Skopje, Macedonia

- Graphic Design Fundamentals (color, composition, typography)
 - Adobe Photoshop CS6
 - Adobe Illustrator CS6
 - Adobe InDesign CS6
- Creative thinking and Design process

Modeling, Animation and Visual Effects

CAREER DEVELOPMENT ACADEMY

OCT 2015 - MAR 2016

NewMan's Business Accelerator, Skopje, Macedonia

- Adobe Photoshop CC
- Autodesk Maya Introduction
- Autodesk Maya Fundamentals
- Compositing Fundamentals in Nuke
 - Character Design
- Advanced 3D Modelling in Maya
- Advanced 3D Texturing in MudBox
 - Advanced 3D Rigging in Maya
 - Acting for Animators
- Advanced 3D Animation in Maya
- Advanced Surfacing, Lighting and Rendering in Maya



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