

ZDENĚK HAVEL

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EDUCATION

High School Of Applied Cybernetics s.r.o.

Subject: Virtual Graphics (Graduation 2006)

PROFESSIONAL SKILLS

- 3D modeling, texturing, rigging, animation, vfx, lighting, render, composition
- experience with 3D stereoscopy and 3D print
- 2D drawing, illustrations, mattepaint, cartoon and cutout animation

PREFERRED APPS

Maya (V-ray, Mental ray, Furryball, Krakatoa, FumeFX), ZBrush, Mudbox, Photoshop, After Effects, Real Flow, Flash, Motion Builder

PROJECTS

- **PAINKILLER: OVERDOSE** (PC game, 2007)
Mindware studios s.r.o., 2006 - 2007
3D MODELING, RIGGING, CHARACTER ANIMATION
- **NUTCRACKER IN 3D, THE** (Feature film, 2010)
UPP s.r.o., 2007 - 2008
3D GENERALIST, VFX
- **SAME TO YOU, BOSS!** (Feature film, 2008)
Bitmachine s.r.o., Flamesite s.r.o., 2008 - 2009
2D, 3D GENERALIST
- **HURVEENEK IN MOVIE** (3D animated movie, 2016)
- **HURVEENEK ON STAGE** (Puppet movie, 2010)
Rolling Pictures s.r.o., 2009 - 2010
3D GENERALIST
- **LITTLE WITCH ON A BROOMSTICK** (Feature film, 2011)
Qbone s.r.o. , 2010 - 2011
LIGHTING AND RENDER
- **GOAT STORY 2** (3D animated movie, 2012)
Art And Animation studio s.r.o. , 2011 - 2012
LIGHTING AND RENDER

- **LUCKY FOUR SERVING THE KING** (3D animated movie, 2013)
Alkay Animation Prague s.r.o., 2013
CHARACTER ANIMATION

- **LAST CHILDREN OF APORVER, THE** (Feature film)
Umbrellapost s.r.o., 2013 - 2014
3D GENERALIST / FX ARTIST

- **LITTLE FROM THE FISH SHOP** (Stop-motion animated movie, 2015)
Miracle Film s.r.o., 2013 - 2015
2D, 3D GENERALIST / FX ARTIST