



# MARIO TODOROVSKI

## KEY EXPERIENCE

Coordinating, mentoring and leading teams  
3D Designer  
International experience  
10+ years experience

## WORK EXPERIENCE

### Freelancer at Geely

Stuttgart(Remote) | June 2021 - present

- Senior 3D Designer

### Freelancer at Daimler AG

Stuttgart | Jan 2020 - March 2020

- Senior 3D Designer at AMG

Tokyo, Japan | Oct 2019 - Dec 2019

- Consultant & Customer Orientated Training in Maya

Cannes, France | Oct 2018 - Feb 2019

- Consultant & Senior 3D Modeler

Stuttgart | Mar 2016 - Dec 2017

- Team Lead and Senior 3D Modeler
- Customer Orientated Training in Maya

### Freelancer at BMW Group

Munich | Mar 2016 - Sept 2019

- Consultant & Senior 3D Modeler
- Team lead on multiple projects for different Clients
- BMW, Mini and NIO

### Freelancer at BYTON

Munich | Mar 2018 - Sept 2019

- Senior 3D Modeler

### Freelancer at Volkswagen AG

Munich | Jan 2015 - Dec 2018

- Consultant & Lead 3D Artist for Commercial vehicle
- Customer Orientated Training in Maya

### Head of 3D at Stereolize GmbH

Munich | Oct 2012 - Aug 2014

- Team lead, Quality Assurance and Quality Improvement

### 3D Modeling Artist at RTT

Munich | Dec 2010 - Sept 2012

- 3D Modeling Artist

### Tutor at SRH University Heidelberg

Heidelberg | Jun 2008 - Sept 2010

- Maya and Photoshop

## EDUCATION

### SRH University Heidelberg

Bachelor in Computer Science - Game Development

Apr 2007 - Sept 2010

## CONTACT ME AT

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 @mariotodorovski

## SKILLS SUMMARY

- Leadership
- Consulting and Mentoring
- Workflow Improvement
- Conflict Resolution
- Project Management

## TOOLS

- Maya
- Zbrush
- UE4
- VRED

## LANGUAGES

- German
- English
- Macedonian

## COLLABORATED WITH

