Darko Gjorgjievski

FX/CFX Supervisor

CONTACT

+34 683 42 43 92
contact@darkogorgievski.com
www.darkogorgievski.com
www.imdb.com/name/nm16518090

SOFTWARE

- Houdini
- Arnold
- Nuke
- Maya
- Zbrush
- Substance Painter

PERSONAL SKILLS

- Communicative
- Flexible
- Positive
- Organized
- Fast
- Creative

PARTICIPATIONS

- FMX Conference Stuttgart 2025 - Participant
- FMX Conference Stuttgart 2024 - Participant
- FMX Conference Stuttgart 2023 - Participant
- FMX Conference Stuttgart 2018 - Participant
- FMX Conference Stuttgart 2017 - Participant
- Nasa Space Apps Challenge 2017 - CG Mentor
- Eestec Academy Animation Workshop - CG Mentor
- Nasa Space Apps Challenge 2016 - Participant
- Digit 3D Animation Workshop - Participant
- Global Game Jam 2016 - Participant
- Nasa Space Apps Challenge 2015 - Participant
- Global Game Jam 2015 - Participant
- Microsoft Kodu 2014 Certificate - Participant

LANGUAGES

- English (IELTS Academic)
- Spanish (Basic)
- Macedonian (Native)

ABOUT

Professional and well organized FX Artist with over 10 years of experience in the creative industry. Proficiently creating content and technical direction for feature film, TV shows and feature animation. Strong communicative and problem-solving skills followed by great sense of in-depth evaluation that leads to accurate anticipation, strategic planning and execution throughout the process.
More than 6 years of experience using Houdini for visual effects simulations, RnD, custom procedural systems and HDA tools, scene assembly and rendering. Efficiently using Nuke for pre-compositing and Shotgun in production.

EXPERIENCE

FX/CFX Supervisor at Qvisten Animation (Apr 2025 - Present)
Supervision, RnD and technical direction for feature animation

Houdini FX Artist/TD at Energia VFX (Jul 2024 - Dec 2024)
Visual effects for live-action feature film - DeliveryRun

FX/CFX Supervisor at B-Water Animation (May 2023 - Jul 2024)
Supervision, RnD and technical direction for feature animation - Kayara

Houdini FX Artist at Troll VFX (May 2022 - Apr 2023)
Technical direction and pipeline development assistance
Visual effects for Havoc, A Rare Grand Alignment and The Witcher (Season 03)

Houdini FX Artist at B-Water Animation (Sep 2021 - May 2022)
Visual effects for feature animation - My Fairy Troublemaker

Freelance Houdini Effects Artist/Generalist (Jan 2020 - Aug 2021)
Visual effects for music videos and feature film - Wyrmwood Apocalypse

3D Generalist/TD at One Inside (Feb 2017 - Sep 2019)
Content creation for custom real-time engine and pipeline development
Modeling, Texturing, Lighting and Look Development,
Technical Direction, Python tools, Mentoring a group of 4 3D Artists

3D Modeler at VHouse Animation (Jun 2016 - Jan 2017)
Started as an Intermediate Artist, shortly became one of the most responsible Modelers at the studio
Modeling assets, UV unwrapping, character blendshapes, scene optimization and assembly

Freelance Modeling and Texturing (Oct 2015 - Jan 2016)
Content creation for commercials and advertisement posters

Freelance Modeler for Possession (Dec 2015 - Jan 2016)
Character modeling for game development production

Junior 3D Artist at NordicPlan Studios (Jun 2015 - Feb 2016)
Started as an Intern, after 4 months got hired as Junior Modeler