





JUSTIN KOVAC

/ developer / director / producer /

-  www.justinkovac.net
-  justin@pargee.com
-  linkedin.com/in/justinkovac/
-  1.734.740.8726



01. 2012 **Wild Blue Technologies** de pere, wi
Present
Interactive Director

Tinkering with all things technology. Ideation and creation of virtual, augmented, web and mobile technologies for various clients including large scale CPGs, as well as handling project scope, managing timelines, and delivering cost estimates. A very exciting and enjoyable role, where staying up with what's new and engaging to consumers is absolutely critical.

06. 2006 **Frozen Codebase** green bay, wi
01. 2012
Project Lead | Tech Artist

Working as a 'kitchen sink'. Positions included Lead Artist, Lead Designer and Project Lead. I was very hands-on with all aspects of any project I worked on to ensure deadlines were met, from managing outsource art teams across the globe to helping with localization tasks and sound integration at the eleventh hour.

06. 2006 **InMotion Simulations** prescott, az
02. 2006
Freelance Artist

Creating a variety of 3d art assets and environments for a virtual reality vehicle driving simulator. Worked with Lead Artist to prototype various destruction systems for vehicles.

02. 2006 **Garage Games** eugene, or
10. 2005
Art Intern

Prop creation, concept art, documentation and art optimization for Marble Blast Ultra and many other projects.



TipTop Table osx / win
Designer / Programmer

Fat Bat - Halloween Sugar Rush ios / android
Director / Artist / Programmer / Designer

Solar Max ios / android
Creator

Kimberly-Clark The Efficient Workplace Game web
Programmer / Client Services

Scarygirl xbox live! arcade / playstation network
Project Lead/FX/Technical Artist

BurgerTime: World Tour xbla / psn / wiiware
Environment/FX/Technical Artist

Kick-Ass: The Game playstation network
Lead Artist / FX / Designer

Cruise Ship: Vacation Games nintendo wii
Lead Artist / Technical Artist

Elements of Destruction xbox live! arcade
Lead Designer / Artist

Marble Blast Ultra xbox live! arcade
Art Intern

**Technologies**

Unity
Unreal Engine 4
SLAM / Augmented Reality
LEAP / Kinect
Virtual Reality / Oculus
Mobile / Web App Dev
BTLE / NFC
Projection Mapping
Social Media Mining

Art

3DS Max
Maya
Cinema 4D
Blender
Zbrush
3D Coat
XNormal
nDO
Adobe Suite

Code

C#
JS / jQuery
CSS / SASS
HTML5
Python
MaxScript
Blueprint / Kismet
HLSL / CGFX
Swift

General

Perforce / Git / SVN
UX Design
Agile / Lean Methodologies
JIRA / Trello
3D Printing
Industrial Design
Office / iWork Suites
IT / System Building
Consumer R&D