

# OLIVER PANAK

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France  
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## PROFESSIONAL PROFILE

Illustrator and designer with specific interests in 3D digital art, games, and interactive design.

## SKILLS

### COMPUTER

Mac and PC, Autodesk Maya, Blender, Unity 3D, Unreal Engine, Spark AR, Photoshop, Z-Brush, Flash, Illustrator, Aftereffects, C#, Javascript, Python, GLSL.

### LANGUAGES

Fluent in English and French.  
Proficient in Spanish and Slovak.

## SEE MY WORK AT:

[www.oliverpanak.com](http://www.oliverpanak.com)

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## EDUCATION

RHODE ISLAND SCHOOL OF DESIGN - PROVIDENCE, RI | Sep 2011 - May 2016  
BFA / Illustration

Senior year at RISD on a merit-based scholarship program.

ROYAL DANISH ACADEMY - COPENHAGEN, DE | Sep 2025 - June 2027

Two year masters in Visual Game and Media Design.

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## WORK EXPERIENCE

JADU AR - Remote | July 2022 - Present

### Senior Technical Artist

Led development of visual effects, shaders, post processing, and custom lighting/shadow solutions for several mobile AR experiences. Collaborated closely with creative directors and 3D artists to explore different art directions, and worked closely with developers to implement all effects. Also optimized models and textures to prepare them for use in mobile AR.

USTWO - New York, NY | Jan 2019 - June 2022

### Technical Artist

Primary technical artist on several game projects for clients. As the sole technical artist for most of the production process on Peloton's Lanebreak, I was responsible for most 3D models, shaders, animations, and visual effects throughout the game. I also built prototypes in C# to test implementation of art and visual effects. Similarly, on Go Go Bots and several other projects, I led the development of all 3D assets, visual effects, and shaders throughout the production process, working with developers and game designers along the way. I was also in charge of optimizing assets and working within the constraints of several platforms including Android, iPhone, and Oculus.

HIGH FIVE GAMES - New York, NY | July 2016 - Dec 2018

### Production Artist

Starting as a Technical Artist, I collaborated with both designers and developers to create several mobile applications in Flash including High 5 Vegas and High 5 Casino. Then as a Production Artist, I created application prototypes in Unity for demos and testing. I also designed environments, menus, and popups in Maya and Photoshop for upcoming releases.

SPLASH VFX - BOSTON, MA | Jun 2015 - Aug 2015

### 3D Modeling & Animation Intern

Contributed to the development of several animations and a virtual reality project by modeling and texturing 3D models. Also helped in brainstorming and storyboarding ideas for animations and content for virtual reality.

HASBRO - PAWTUCKET, RI | Jun 2013 - Dec 2013

### Junior 3D Modeling Designer

As an intern and then a temporary employee, modeled, textured, posed, and rendered style guide images of characters and cars from several major brands. Also designed Hasbro's first 3D Licensing Style Guide for Transformers 4, which features these renders, and is used as reference by Hasbro's licensees globally.