

# OLIVER PANAK

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## PROFESSIONAL PROFILE

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

## SKILLS

### COMPUTER

Mac and PC, Autodesk Maya, Cinema 4D, Unity 3D, Unreal Engine, Photoshop, Z-Brush, Flash, InDesign, Illustrator, Aftereffects, C#, Javascript, Python, Rhino, Microsoft Office.

### LANGUAGES

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

## SEE MY WORK AT:

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

## EDUCATION

RHODE ISLAND SCHOOL OF DESIGN - PROVIDENCE, RI | Sep 2011 - May 2016  
BFA / Illustration  
Senior year at RISD on a merit-based scholarship program.

SCHOOL OF THE MUSEUM OF FINE ARTS - BOSTON, MA | May 2010 - August 2010  
Five-week pre-college program at the SMFA on an honorary scholarship.

## WORK EXPERIENCE

USTWO - New York, NY | Jan 2019 - Present

### Technical Artist

As the sole technical artist for most of the production process on Peloton's Lanebreak, I was fully responsible for 3D modeling, shaders, animations, and visual effects throughout the game. I also built prototypes in C# to test new features. 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 2019

### 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. 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 | Jan 2015 - Jun 2015

### Star Wars Product Design Intern

Produced models, concept drawings and renderings for Star Wars products that were released with Episode 7 of the saga. Also built models and parts for 3D printing and product prototyping. These products include environment play sets, toy figures, and role play (light sabers, blasters).

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.