

Filip Chudoba

portfolio: www.filipchudoba.eu

Second year undergraduate in Computer Animation & VFX with extensive experience of working in film and gaming industry and an interest of VR and AR in education. Currently seeking a year placement role related to computer animation. All mentioned stuff in CV can be found in my portfolio.

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Portsmouth - United Kingdom

education:

University of Portsmouth // 2018 - present

BCS (Hons) Computer Animation & Visual Effects

- started use Maya with Z-Brush and Mudbox to industry standard and created a lot
- researched about anatomy and considered it into animation and models
- started use Nuke. Combining work in Maya and Nuke to get better images
- learned Python, 3DMax while creating the portfolio
- improved English and drawing skills during lessons
- explored basics of Unity as I wanted to create simple game

SPŠST Panská - Prague // 2014 - 2018

Film & Television Technologies - passed the maturita exam (equivalent to A-Levels)

- started to do 3D creations in Cinema4D and created my first portfolio
- started to use most programs of Adobe suite and created a lot of graphics, videos and photobooks
- learned how everything related to film works (e. g., eye, camera, lights, ear, microphones, analogue, broadcasting...)
- worked in studios for broadcasting, editing, sound and photography
- worked with professional programs such as Avid Media Composer, Avid Pro Tools
- freelanced in photography so I had an option to better understand lights
- explored history of art and film

relevant work experience:

Chudoba Design // 2018 - present

Prepar3D v4 scenery development

Prepar3D v4 is a flight simulator containing base package with poor models. My brand creates and provides better objects and airport for this simulator.

- learned to work with UVs and optimize my models for better performance
- working with blueprints and 3rd party SDK in Maya, Photoshop and 3Ds Max
- creating model of real airport on base of poor photos and videos and responding for its debugging
- exploring part of marketing - over 270 downloads within 2 months
- one man company

IVAO // 2016 - present

Public Relations Assistant Consultant - Czech Division

IVAO is international virtual aviation organisation providing servers for virtual flying (deep connection with Prepar3D) and creating community of virtual pilots and ATCs.

- responsible for banners, trailers and video stream
- mostly working in Photoshop and Illustrator and OBS but in Premiere, After Effects or Maya as well
- staff member of one of the biggest international virtual aviation network

other work experience:

Tesco // 2018 - present

Check-out assistant



- taking care of customers and their shopping
- making customers better day
- help other colleagues

Primagas a. s. // 2015 - 2018

Customer service desk and PR activities

- attract new people and introduce them company
- take care of current clients
- make hundreds of phone calls about customer orders

languages:

-  native speaker in Czech
-  advanced in English (C1)

additional education:

Art School Hostivař // 2005 - 2018

ZUŠ Hostivař under teacher Ms. P. Tomášková

- learned basics of drawing
- get known how shades work
- experimented with colors

volunteering:

Květnický Ušák // 2015 - 2018

Head photographer of the event in Květnice

ZUŠ Christmas Mass // 2017

Head photographer of event in St. Vit Cathedral

hobbies:

traveling
gaming
photography
friends
bubbletea lover
aviation
future technology

