

# Nikola Josimov

## 3D Artist / Modeler

### Contact

[Portfolio](#)

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### Skills

- 3D Modeling (Blender, ZBrush)
- Texturing (Substance Painter, Photoshop, Affinity Designer)

### Tools

- Blender
- ZBrush
- Substance Painter
- Photoshop
- Affinity Designer

### Language

- English
- Serbian
- Russian

### Work Experience

#### Firebrand Studios 3D Artist / Modeler

*DEC 2021 - PRESENT*

- During my tenure at Fireband Studio, my focus on designing and modeling various 3D assets, especially vehicles, played a crucial role in the outstanding success of "RoCitizens."
- The game's remarkable achievement of over 826 million gameplay sessions attests to the impact of my contributions on the expansive and engaging virtual universe.

#### Dunn Games 3D Artist / Modeler

*SEPT 2023 - PRESENT*

- As a 3D Artist Modeler at Dunn Games, I played a pivotal role in contributing to the success of the widely acclaimed Roblox game, "Farming Simulator," which boasted an impressive player base of over 117 million gameplay sessions.
- My work on "Farming Simulator" showcases my commitment to delivering high-quality 3D models, contributing significantly to the game's success and player engagement.

### Education

#### Medical High School "Stevica Jovanović" Pančevo

*Sept 2019- June 2023*