MICHAL MACKO

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Michal Macko
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⚇ ABOUT.

Greetings, my name is Michal Macko. I am a self-taught artist with a passion for 2D/3D design and visual arts. I am driven by a constant desire to learn and apply new knowledge, always seeking innovative ways to create and solve visual challenges. I particularly enjoy the analytical aspects of problem-solving and find immense satisfaction in overcoming creative hurdles.

♨ SKILLS

Ai Adobe Illustrator	3D 3D Workflow
Ps Adobe Photoshop	2D 2D Workflow
Pixologic Zbrush	Visual Studio Code
Unity	CSS Cascading Style Sheets
Miro	HTML HyperText Markup Language
Blender	JS Javascript
Drawing	Git
Painting	Plasticity

⚙ WORKING EXPERIENCE.

PIXELFEDERATION

2019 - 2020 **AFK CATS**
As a 2D Artist for the mobile game "AFK Cats," my role centered on conceptualizing and rendering diverse game assets. This project demanded a skillful blend of linework and flat/cell rendering techniques, resulting in a captivating cartoon-style aesthetic. These meticulously crafted assets served as foundational building blocks seamlessly integrated into the Unity Engine.

2020 - 2021 **TRAINSTATION**
Contributed as a 2D artist for the game "TrainStation," specializing in the artistic creation and rendering of diverse in-game assets per conceptual vision. Implemented a unique approach, distinct from previous projects, encompassing variations in style, rendering techniques, and technical aspects.

2021 - 2023 **DIGGY ADVENTURE**
As a 2D artist for Diggy Adventure, I illustrated and rendered captivating ideas within the game's distinctive style. My role involved collaborating with the design team to enhance the overall visual experience, showcasing my artistic proficiency and adaptability in a dynamic game development environment.

ticketportal

2009 - 2010 **TICKET VENDOR**
Facilitating on-site ticket sales to clients, managing the reception and organization of invoices, providing assistance in ticket selection, generating reservations, and efficiently handling return processes.

2010 - 2012 **IT SERVICE DESK**
Technician specializing in providing comprehensive support for ticket stores nationwide. Proven expertise in traveling to various locations for on-site and remote troubleshooting of both hardware and software issues. Adept at conducting in-depth research to determine hardware requirements and facilitating seamless purchasing processes. Demonstrated ability to proactively identify and resolve technical challenges, ensuring optimal functionality.

2010 - 2014 **GRAPHIC DESIGN & PRINT**
Print Production with a proven track record of efficiently handling large quantities of event tickets for various organizations. Proficient in utilizing graphic design software to edit and create visually appealing products in both raster and vector formats. Adept at preparing materials for print using Desktop Publishing (DTP) techniques to ensure the highest quality output.

⊛ LANGUAGES.

ENGLISH B2

GERMAN A1

🎓 EDUCATION.

2010 - 2014 **PRIVATE SECONDARY SCHOOL**
DEPARTMENT OF ELECTRICIANS