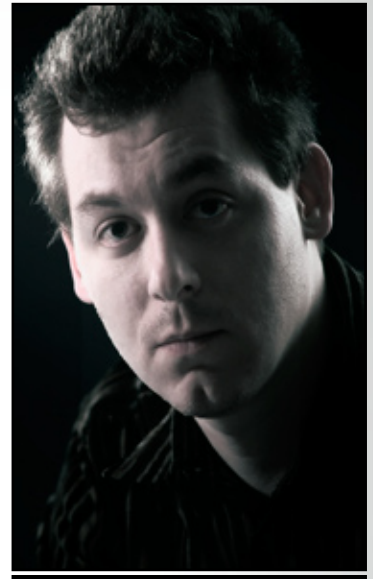


**Personal Data:**

**First name:** Richard  
**Last name:** Max  
**Nationality:** Slovak  
**Date of birth:** 27th July 1975  
**Place of birth:** Michalovce, Slovakia, Europe  
**Sex:** Male  
**Telephone number:** +421 905 231 334  
**E-mail:** [max@richardmax.sk](mailto:max@richardmax.sk)  
**Home page:** [www.richardmax.sk](http://www.richardmax.sk) (complete related on-line portfolio)  
**Driving Licence:** SK. B; driven approx. 50 000 km

**Introduction:**

I am a CG artist/designer with in-depth knowledge of 2D and 3D production. I have experience in many high-end compositing, animation, and design softwares. It's my ambition is to find a career and/or cooperate on their projects in a creative production environment that utilizes my knowledge and involves me in the decision-making process throughout the course of media creation - anywhere I can continue to develop my artistic skills in order to produce high-quality work.

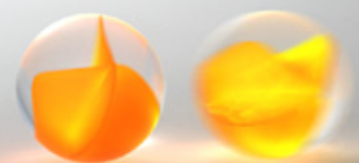
I can also mention my cooperation on several major game projects for PC platform as well as Amiga in my early stages. Besides working on various projects I also contribute to domestic and abroad professional magazines dealing with this subject sharing thus my experience with wide public. For my work I have also received many awards on variety of domestic and abroad competitions and happenings.

**Education:**

- AutoDesk certificate of 3D computer graphics and animation (UAT, faculty of architecture)
- Private school of fine arts and industrial design
- Private English orientated language school (4 years of education)
- High school diploma (engineering industry)

**Language skills:**

Slovak	- native language
English	- almost good (speaking, writing)
Czech	- excellent
Russian	- good
Polish	- understand



**Work experience/Projects/Highlights:**

I accept major projects and events only. I am not liable for validity of all web links.

**Duration:** 2005 - Present  
**Client / Company :** TV Station Zemplin  
**Position/Project:** motion graphics designer, digital compositor, technical consultant  
**Responsibilities:** complete broadcast motion graphics design and inentity creation of TV station, blue/green screen keying and compositing  
**Project info:** [www.tvzemplin.sk](http://www.tvzemplin.sk)

**Duration:** 2005 - 2006  
**Position/Project:** Richard Max (Interactive DVD portfolio)  
**Project info:** Production of this DVD and each of its sections took 1.5 year and reflect over 6 years of my work and skills. You can order this free DVD on my address.

**Duration:** 2003 - Present  
**Client / Company :** Cypron Studios (game developing company)  
**Position/Project:** technical consultant  
**Responsibilities:** rendering technologies, production workflow, animation  
**Project info:** [www.cypron-studios.com](http://www.cypron-studios.com)

**Duration:** 2002 - 2003  
**Client / Company :** Own animation project  
**Position/Project:** **Pingu's day** - First Slovak fully 3D animated short film.  
**Responsibilities:** director, screenplay, modeling, lighting, rendering, animation, compositing and video editing, sound editing  
**Project info:** [www.pingusday.com](http://www.pingusday.com)

**2000 – Present**

Founder and Owner of **Singularity Ltd.** company. The company is engaged in IT, creative multimedia, creative design, web design and 3D graphics. My position in the company is art and creativity director. **Info:** [www.singularity.sk](http://www.singularity.sk)

**1998 - 1999**

**Napalm „The Crimson crisis“** – real time strategy for Amiga platform.

The game was awarded as the most successful real-time strategy in the history of the platform.

In this project I was chief of 3D design and background painting.

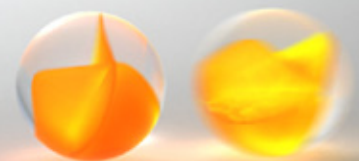
**Publisher:** PXL computers clickBOOM. (USA)

**Online reviews:** <http://clickboom.com/napalm/amiga/index.shtml>  
<http://www.nutts.demon.co.uk/napalm-review.html>  
<http://hitparade.amigames.com/statistics.php>  
<http://amigareview.amiga.sk/index.php?cislo=42&strana=32>  
<http://www.amiworld.it/giochi/napalm/napalm.html>

**1996 - 1997**

**The Strangers** - the first major computer game project for Amiga platform. This game received several prestigious awards in gaming magazines.

In this project I was chief of design, 3D modeling and level background design and rendering.



**Publisher:** Vulcan Software Limited. (UK)  
**Online reviews:** <http://www.amigaflame.com/amistr2.htm>  
[www.vulcan.co.uk/english/games/stranger/blub.htm](http://www.vulcan.co.uk/english/games/stranger/blub.htm)  
<http://hitparade.amigames.com/award1997.php>  
<http://www.amigascene.at/amigascene/deutsch/0x00C8.html>  
<http://amigareview.amiga.sk/index.php?cislo=31&strana=39>

**1991 - 1996**

I was active on native and international demo scene as a member of several demo groups focused on 3D graphics and graphics design. Good old times: Demoparties, friend from industry, fun, we all know that 8-).

**1990 - 1993**

Chief editor and founder of then popular diskmag The MAGIC dedicated to domestic and abroad demo scene, graphics design and everything around Amiga platform.

**1989**

At that time I started to engage in 3D graphics and design on Amiga platform. My favourite software were: Lightwave 3D, Imagine 3D and Deluxe Paint.

**Primary software skills:**

3DS Max	Adobe Photoshop	Adobe After Effects	Macromedia Flash
Maya	Adobe Illustrator	Combustion	Adobe Audition
Deep Paint	Corel Draw	Fusion	Cubase
Real Flow	Adobe Premiere	Painter	

**Rendering systems:**

Mental Ray, FinalRender, Brazil r/s, Vray, Maxwell

**Interests:**

All about computers especially computer graphics, IT, multimedia, hardware, software, reading (technical literature, psychology, philosophy astronomy, sci-fi, art and history), travelling, contacts and communication with people, cinema, sport activities (yachting, martial arts), photography.

