

Adam Isailovic

Multi-skilled Game/Level/Web Designer. 2D/3D Artist and Musician

✉ antharra@yahoo.com

☎ (+381) 64 210 8840

💻 www.adamisailovic.com/

PROFESSIONAL EXPERIENCE

EnVision Nov 2007 - Present

- As Project Manager I lead a team of geographically-dispersed designers and programmers in the conceptualization, design and development of various magazine and web advertisements for clients such as Leonard Marshall, SilverCloudDesign, NFL Players Twan Russell (russellreadingroom.com) and Anthony Fassano (anthonyfasanofoundation.com), etc.

- I am very hands-on with the work; frequently guiding the development of HTML and CSS as well as personally producing most visual and animation assets.

Gameyus Interactive Feb 2004 - Oct 2007

- *Enemy Engaged 2*: As Lead Game Designer I coordinated a ground-up effort to re-design the original *Enemy Engaged*.

- *Alliance - Future Combat*: I had a wide variety of responsibilities ranging from level design (development and documentation for two dozen maps and environments), to concept art, UI design (menus and other interactions), voice-acting, texturing, in-game music etc.

PORTFOLIO AND ONLINE SAMPLES

- LinkedIn --- [LinkedIn Profile](#)
- Illustration --- www.adamisailovic.com/2d.html - [Deviant Art](#)
- Level/Environment Design --- www.adamisailovic.com/level.html
- World Building / Game Design: --- www.adamisailovic.com/game.html
- Modeling/Texturing --- www.adamisailovic.com/3d.html
- Music Composing --- www.adamisailovic.com/composing.html

PERSONAL PROJECTS

- *Antharra*: Turn-based collectible card 2-to-4 player game with strategy elements. 52 races in 10 systems and 7 Inner-Dimensions fight for supremacy. I've developed comprehensive documentation on the game universe's history, politics, customs, lore, sports, government, etc. Supplement *Dark Day* deals with the stories of 5 individuals through each of the five Great Time Periods of Antharra.

MISCELLANEOUS

- *World Cyber Games 2007-08-09-10*: I was a member of the Judges Panel for the Warcraft 3: Frozen Throne and Counter Strike competitions.
- *CounterStrike Maps: cs_comtrade*, presented on World Cyber Games 2006, Belgrade, powered by Comtrade, Intel and ATI. *De_ckabeh*, a variety of *de_comtrade*, currently on CS game servers as well as other various maps.

EDUCATION

Buda Davidovic Advanced Technical - Obrenovac

Polytechnic Design Faculty - Belgrade

TRAINING AND COURSES

Game Theory and Design - 2007

TECHNICAL

- 3D: Autodesk 3ds Max (2009)
- Design: Adobe Photoshop CS5, Adobe Illustrator CS5
- Video: Adobe AfterEffects CS5
- Music: Reason 5, Steinberg CuBase, Bass Guitar, Keyboards, Guitar.
- Game Design: Valve Hammer Editor, Warcraft World Editor, UnrealEd, SandBox2, Perun, CODRadiant
- Web: Adobe Dreamweaver CS5, Adobe Flash CS5

ABOUT

I've always been passionate about creative design; it has been my calling in life since I got my first ZX Spectrum computer in 1987. My path since has had me pick a wide variety of skills. I am an accomplished visual artist (both in traditional and digital media) as well as a 3D designer, musician (piano, guitar, accordion, bass) and game designer. I am passionate about creating great games from the initial concept, through the systems and mechanics, to the actual production and finished product. I enjoy making challenging and fun concepts, levels and worlds, using various art and scripting assets to create immersive and interesting features that will expand gameplay and give memorable experience. I'm constantly keeping an open mind to learning new things. I live for the moments where I'm part of a collaborative effort that turns a good idea into an excellent one, and an excellent idea into really fun gameplay. I worked in various environments and had amazing experiences through all stages of development.