

METOD KULČAR

B. 1998

Based in Ljubljana, Slovenia

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[Behance Portfolio](#)

Professional Summary

Detail-oriented 3D Generalist and Designer with extensive experience in creating precise 3D product models, industrial designs, immersive environments, and animations. Skilled in a streamlined workflow utilizing Houdini, Maya, Redshift, and Nuke, delivering polished outputs for diverse industries. Known for combining technical precision with creative design to develop visually refined renders.

Skills

Technical Skills

3D Modeling

Precise, optimized 3D models for wide range of applications.

Texturing and Shading

Realistic materials for depth and visual appeal.

Look Development

Lifelike visuals with advanced lighting and rendering.

Animation

Dynamic storytelling through seamless motion.

Compositing

Precise integration of elements for polished outputs.

Software Proficiency

3D and Animation Software

SideFX Houdini, Autodesk Maya

Shading Software

Substance Painter, Substance Designer

Sculpting Software

Pixologic ZBrush, Autodesk Mudbox

Render Engines

Maxon Redshift, Autodesk Arnold, SideFX Karma, Luxion Keyshot

Compositing and Video Editing Software

The Foundry Nuke, Adobe After Effects, Adobe Premiere Pro

Other Skills

Effective team collaboration and clear communication.

Adaptable to feedback, ensuring high-quality results delivered on time.

Work Experience

3D Generalist and Designer

Agency Go d.o.o | 2022 – Present

Delivered 3D assets for projects like Žan Projectiles and The Infinum Art.
Produced photorealistic studio renders with emphasis on innovative designs.
Developed high-precision expo layouts combining 3D elements and graphic materials.

3D Artist and Designer

Pointpet LLC | 2020 – 2022

Created market-ready 3D renders of product packaging.
Designed U.S. market-compliant labels aligned with certification standards.
Streamlined production with Maya and NukeX workflows for rapid design updates.

3D Generalist and Designer

Nectar Devices Pty Ltd | 2022 – 2024

Modeled precise 3D assets based on industrial blueprints for projects like Cartridge and Hyve Press.
Enhanced product visuals through advanced lighting and rendering.
Executed high-quality renders optimized for digital platforms, elevating brand identity.

3D Artist and Animator

Dobre Zgodbe | 2022 – 2024

Developed an animation of a heart model for Novartis using Houdini and Redshift, tailored for internal presentations.
Produced dynamic and detailed 3D animations for commercial campaigns, including Spar D.o.o.
Delivered high-quality visuals by combining technical expertise with creative storytelling.

3D Artist and Designer

JH Boards | 2021 – 2024

Developed custom skateboard renders that enhanced brand identity across social media and campaigns.
Delivered photorealistic packaging visualizations with a combination of precision and creativity.
Created impactful 3D assets aligned with the brand's vision for commercial visibility.

Projects

Inhaler Concept Project

A 3D inhaler design featuring photorealistic renders, created for conceptual showcases.

JH Boards Project

Custom skateboard designs with high-quality visuals that balance functionality and creativity.

Antivilla Architecture Visualization

Photorealistic digital Antivilla twin, emphasizing innovative materials, lighting, and spatial layouts.

Lights Off Artistic Visualization

An abstract 3D form blending nostalgia and futurism into a bold industrial aesthetic.

Education

Bachelor of Science in Graphic and Media Technology (Pending Final Diploma)

University of Ljubljana, Faculty of Natural Sciences and Engineering | 2020 – Present

Focused on graphic design, media technology, and visual communication.
Completed all coursework, currently finalizing diploma thesis.

Electrical Engineering (Incomplete Program)

University of Ljubljana, Faculty of Electrical Engineering | 2018 – 2020

Gained foundational knowledge in electronics, programming, and systems design.
Transitioned to a design focused program to align with career interests.

Selected Press and Features

Bjork Apartment Project

'[Björk Apartment Project in Ljubljana, Slovenia by Filip Kulčar & Metod Kulčar](#)' - **Amazing Architecture**
'[Björk Apartment by Filip Kulčar & Metod Kulčar](#)' | **Visual Atelier 8**

Inhaler Project

'[This Inhaler Concept Shows How You Might Be Able to Survive a Cyberpunk Future](#)' - **Yanko Design**
'[A Concept Artist Might Have Just Designed the Coolest Inhaler Ever](#)' | **MensGear**

Additional Information

Languages

Slovenian | Native proficiency

English | Good professional proficiency

Interests

Web design, experimenting with VEX scripting and Houdini-driven procedural design, and exploring creative photography techniques.