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Nationality: Czech

#### Education

2013 – 2015: Master's degree at Tomas Bata University in Zlín  
faculty: Faculty of Multimedia Communications  
thesis theme: Multimedia, Graphic design

2012: Study visit at Fachhochschule Dortmund, University of Applied Sciences and Arts, Germany  
faculty: Design  
thesis theme: Multimedia, Graphic design

2010–2013: Bachelor's degree at Tomas Bata University in Zlín  
faculty: Faculty of Multimedia Communications  
thesis theme: Graphic design

#### Exhibitions 2014 - 2015

FLUX, April 2014, Club Loft, Zlín

#### Collective

EXIT 15, Juny 2015, Zlín, animations  
Pecha Kucha Night Zlín, May 2015, presentation  
Grafika jak víno, March 2015  
MIMO, December 2014, interactive installation  
Pecha Kucha Night Olomouc, November 2014, presentation  
4° Algarve Design Meeting, April 2014, Portugal, videomapping  
MASKA, MASKA 2, March 2014 and May 2015, Zlín, videomapping  
Pokoje 2, March 2014, Praha  
INTRO, February 2014, Sauna AGD, Zlín

#### Working experience

01/2018 - now - 3D designer, 3D Animator – Movisio.cz  
09/2016 - 12/2017 - Graphic artist, 3D designer, UX/UI designer – MadfingerGames.com  
09/2015 - 09/2016 - Animator, 3D designer, Game designer, Graphic designer – Kajot  
2015 - Animator, Graphic designer  
Akademie věd ČR, graphic design  
2014 - Animator, Graphic designer  
HUCOT Zlín  
Editor, Animator, Graphic designer  
Festival Let It Roll – Benešov, design of a stage  
2013–2015 – Graphic designer  
Photogether Gallery  
2014 – Graphic designer  
Centro Zlín  
2014 – Graphic designer

#### Skills

##### Languages

English: pre-intermediate  
German: pre-intermediate

##### Computer skills

Adobe Collection – complete, Cinema 4D - Octane Render, 3DsMax - V-Ray, Corona, Unity3D, MarvelStudio, NI Reaktor, FL Studio, Quartz Composer, Modul8, Madmapper, Meshlab, Glyphs, Instant, VDMX  
HTML, Digital Publishing,

##### Interests

design&art, technology, digital, making of music, tutorials watching, science-fiction literature, writing of my “scifi” book