



# Ondřej Hudeček

26. 9 1989

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## Education

2010 – 2014 Tomas Bata University in Zlin / Atelier 3d Design

2005 – 2009 High School of Art and Design in Brno / Atelier Industrial Design

## Work experience

2016 Autodesk european ATC / AAP Council / Member of european council for Autodesk training centers

2014 – 2016 Snapshot – short film / Visual effects, effects and props design

2014/2015 Southmoravian region / St. Nicholas Church – Digital reconstruction of the Gothic church at Square of Liberty in Brno

from 2013 Noen a.s. / 3d visualization of mining machinery

9/2012 – 1/2013 Spa Town Luhačovice by Architect Dušan Jurkovič / 3d visualization of Dušan Jurkovič architect's vision is based on his plans from the year 1903.

from 2012 IT řešení / Freelance instructor of 3d and graphic software, designer

from 2011 Nicom, a.s. / Freelance instructor of 3d and graphic software

## Professional skills

Software Houdini, Nuke  
Autodesk 3ds Max, Maya Certified professional, Approved Instructor  
Mudbox, SketchBook, SketchUp, Substance, Unreal Engine  
Adobe Photoshop, Illustrator, Indesign, After Effects

Courses GCDH Expert's Spring Shool 2016  
"3D Modelling and reconstruction with Blender & Unity 3D"

2014 GCDH International Summer School, Göttingen –  
– "Visial Analysis with Digital Tools"

International Summer School Art Camp – UUD ZČU – Pislén  
Digital Drawing and Painting

## Languages

English – Ability of professional work with written and spoken production

French – Basic skills