

BOGDAN KOVACEVIC

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PROFILE

Industrial designer with experience in 3D modeling, product development, and rendering. Skilled in using Rhinoceros 3D, PTC Creo Parametric and KeyShot to successfully complete various projects. Experienced in furniture and interior element design, bringing creativity, precision, and adaptability to collaborative environments. Eager to leverage a strong academic foundation to contribute to innovative design projects. Committed to continuous learning and effective communication, with a drive to grow and excel in the field of industrial design.

EDUCATION

Akademija Strukovnih Studija Politehnika October 2022 – Present
Industrial Products Design – Bachelor (appl.) in Design

- **Relevant Coursework:** CAD, Business Fundamentals, English Language, Model Making, Presentation Techniques, Product Design, Product Development, Technical Drawing
- **Academics:** Cumulative 8.0/10.0

PROFESSIONAL EXPERIENCE

Industrial Design Internship August 2024 – September 2024
Torlacki Vis – Belgrade, Serbia

- Developed 3D models for doors and interior elements, gaining hands-on experience in designing functional and aesthetic interior components while contributing to the company's design pipeline
- Created photorealistic renderings in KeyShot, improving visualization for client presentations and internal reviews while enhancing my understanding of materials, finishes, and their impact on the final product
- Collaborated with the team on technical specifications and production, assisting in refining product details while learning about manufacturability, material selection, and industry standards

PROJECTS

Lamp "Lunar" – Concept & 3D Visualization February 2024 – May 2024

- **Tools:** Rhinoceros 3D
- Designed a unique lamp inspired by the surface of the Moon, aiming to create a decorative and functional lighting piece that brings a cosmic atmosphere into interior spaces. The project was developed as a school assignment, focusing on organic shapes and the interplay of light and shadows.
- **Status:** The project is currently in the conceptual design and 3D visualization phase, with the possibility of prototyping in the future.

Umbrella Holder – Wall-Mounted Concept October 2023 – January 2024

- **Tools:** Rhinoceros 3D
- Designed a wall-mounted umbrella holder as a practical and aesthetically appealing solution for space organization. The project was developed as a school assignment, aiming to optimize umbrella storage in small interiors, such as hallways and office spaces.
- **Status:** The project is currently in the conceptual design and 3D visualization phase, with the potential for prototyping in the future.

ADDITIONAL INFORMATION

- **Software:** Rhinoceros 3D, PTC Creo Parametric, AutoCAD, KeyShot, Adobe Illustrator, Adobe Photoshop, Microsoft 365
- **Languages:** English, Serbian
- **Interests:** Basketball, Drawing, Fitness, Reading, Travel, Video Games