

Miklos Kamondi

mikkamondi@gmail.com

[linkedin.com/in/miklos-k-10a0b7248](https://www.linkedin.com/in/miklos-k-10a0b7248)

<https://www.mikkamondi.com>

Summary

Tech-savvy and creative, seeking to break back into the industry and take on a permanent role.

Experience

Graphic Artist

Freelance (Self employed)

Jan 2011 - Present (12 years 11 months)

Background in Graphic Arts and continually work on freelance projects.

I am confident that my experience and skill set would be a great match. I have strong knowledge of design principles backed by the experience that I have gained in the last fifteen plus years, along with several years of experience in a fast paced, high energy, multi-project design environment.

Skills: Illustration · Unity · Blender · Graphic Design · 3D Modeling · 3D Visualization · 3D Rendering · 3D Animation · Autodesk 3ds Max · Adobe Creative Suite

Mobile Guide

Parallel

Aug 2023 - Present (4 months)

Work closely with supervisors; always maintaining a professional appearance and demeanor.

Ensure sound driving practices, acting as a driver or passenger when needed while utilizing effective organizational and communication skills. Responsible for high quality patient customer service.

Delivery Driver

DoorDash

Sep 2021 - Dec 2022 (1 year 4 months)

Provided exceptional customer service, maintaining a 5.0 Customer Rating.

Maintained a 97% Completion Rate of deliveries completed.

Resolved customer issues such as incorrect orders.

Salesperson

The Herb Chambers Companies

Apr 2014 - Mar 2020 (6 years)

Create and maintain excellent relationships with customers. Maintain strong knowledge of all new vehicle makes and models. Follow up on sales leads from a variety of sources. Work with Sales Managers to ensure individual and department sales goals are met.

Commission Sales Associate

DAYTONA BR-GD, INC. DBA DAYTONA TOYOTA

Oct 2010 - Mar 2014 (3 years 6 months)

Customer Relationship Management (CRM) · Customer Retention · Customer Service · Sales

3D Artist

PosiMotion LLC

Aug 2007 - Dec 2010 (3 years 5 months)

Conceptualized new game ideas with story boards. Modeled game levels and characters with rigging and complex animations. Simulated physics and particle systems. Optimized polygon counts for game engines. Created UV mapped textures for models and game levels. Consumer Electronics Trade Show: Created promotional product video displayed at booth. Designed booth layout and product placement. Prototyping: Co-developed Helix gaming grip and G-Fi and G-Fi vs sold at Best Buy Stores. Clients: Subway, Toys R Us, Nat Geo, Lipton, Duncan, Sea World, and Best Buy.

Education



University of Central Florida

Design and Visual Communications



Daytona State College

Associate of Arts - AA, General Studies

Skills

Product Design · Graphic Design · 3D Modeling · 3D Visualization · 3D Rendering · 3D Animation ·
Adobe Creative Suite · Unity · Blender · Autodesk 3ds Max