

IGOR MAKSIMOVIC

LEAD AI GENERATIVE DESIGNER | GENERATIVE AI PRODUCTION | VFX & PIPELINE DEVELOPMENT

Belgrade, Serbia | igor.maksimovic90@gmail.com | +381 65 441 5634 | [Portfolio](#)

Generative AI designer with a professional CG/VFX background and hands-on experience building AI image and video workflows for commercial and event production. Focused on photorealistic characters, identity consistency, AI video, visual QA, and repeatable production pipelines.

CORE EXPERTISE

- Generative AI image & video
- Photorealistic personas / identity consistency
- ComfyUI workflow design
- Veo 3.1 AI video
- Visual QA / continuity / artifacts
- Workflow optimization & scale
- n8n / APIs / Python / SQL
- VFX / compositing / editing

SELECTED GENERATIVE AI WORK

European Water Polo Championship, Belgrade - AI Transformation Production Pipeline | 2026

Designed and executed an end-to-end Veo 3.1 workflow across 16 national teams (15 players each), including home/away variants and progressive tournament-stage transformations.

Built body-only transformations from linework through multiple armor stages while preserving heads and recognizable identity; adapted art-team concepts through manual prep, reference alignment, iteration, and QA.

Delivered silent-by-brief vertical assets upscaled to 1440x2560 plus supporting logo animation content.

Kaya - Consistent AI Persona & AI UGC Development | 2026

Built a reusable photorealistic character system across identity views, expressions, full-body poses, and controlled wardrobe changes.

Developing ComfyUI / MiniMax-H3 image-to-video workflows with shot-level QA for face preservation, motion, continuity, lighting, and editorial usability.

Presretac - AI Advertising with Kaya | 2026

Applied Kaya in a client-facing 9:16 ad, integrating AI character footage, brand direction, typography, editing, and final delivery.

Delivered the final 1080x1920 Instagram version with audio.

PROFESSIONAL EXPERIENCE

BaseMash - 3D Generalist | Belgrade, Serbia | 2020 - 2025

Created and optimized production-ready 3D assets; improved art workflows/pipelines, supported asset integration and quality control, and optimized geometry for rendering and animation.

Selected projects: Qatar National Day 2020; Imunoglukan - Tata zna.

Bunker VFX - Environment / Technical Artist | Belgrade, Serbia | Jan 2018 - Nov 2019

Designed environments/props; cleaned, debugged, optimized, and organized 3D assets; worked with storyboard/layout teams on shot integration and technical problem-solving.

Selected productions: RAGE 2; DOOM Eternal; Crusader Kings III; Pagan Online; AMD Radeon VII; 3rd Gen AMD Ryzen Architecture; The Curse of the Immortal.

TOOLS & TECHNOLOGIES

Generative AI: ComfyUI, Veo 3.1, FLUX, MiniMax-H3, WAN, LTX, image-to-video / text-to-video, reference-image workflows

3D / VFX / Production: Autodesk Maya, Unreal Engine, After Effects, Premiere Pro, compositing, lighting, production QA

Automation / Technical: n8n, API workflow design, Python fundamentals, SQL / Postgres concepts

PRODUCTION STRENGTHS & LANGUAGES

Production: Strong visual judgment, fast model/tool adoption, production-first focus on realism, consistency, repeatability, scale, and cost.

Languages: Serbian (Native); English (Professional working proficiency).