

Panayot Karabakalov

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SUMMARY

Starting as a Comic Writer and Artist, passing through the career of a Web Designer, today I am an 3D Artist, oriented mainly to the MaxScript coding. Is too early to say that I'm ex-Designer, I look forward to introducing new HTML5 standard, which will open a new horizon for online multimedia technology, but coding in 3ds Max filled me with new challenges every day, so I see no reason to quit with MaxScript.

RELEVANT SKILLS

Languages: (D)HTML, JavaScript, VBScript, CSS, XML, ActionScript, MaxScript, Photoshop scripting (VB/JS), WSH, (less of C#, VB, PowerShell)
Knowledge: Web Design, Multimedia/Animation, Flash, 3D modeling
Software: Dreamweaver, PhotoShop, Flash, 3DStudioMax, Swift 3D
Other: Drawing (freehand)

EDUCATION

Bachelor: Marketing and Advertisement, New Bulgarian University, Sofia
Animator: Level 2, Boyana Film Ltd, Sofia
English: Level 3, Foreign Students Institute, Sofia

PROFESSIONAL EXPERIENCE

2009 - 2010 Freelance Technical Support with MaxScript
2003 - 2009 Freelance Web Designer for many companies as BulStone (BUL), EverGreen (US), Planet Club (BUL), Fidelity (US), InfoVarna (BUL) and e.t.
2002 Full-Time Web Designer at BOL.BG ltd ([Pownet Telecommunications](#))
2001 Full-Time Web Designer at [MoleSoftware](#) ltd
2001 - 2005 Artist at Newspaper [Teenager Love](#) ltd
1999 - 2003 Comic Writer and Artist at Newspaper Super Shans ltd

INTERESTS

Favoured is animation and coding. Also graphic design. Sci-Fi (books and movies) etc.