

Marko Bokan

3D Artist · Architect · OpenUSD & Robotics Simulation

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PROFESSIONAL SUMMARY

Senior 3D artist and architect with 10+ years in architectural, product and furniture visualization, including CAD-based modeling and high-end 3D production. Currently applying that experience to OpenUSD, NVIDIA Isaac Sim and robotics simulation, with a focus on simulation-ready assets, technical workflows, digital twins and Physical AI.

PROFESSIONAL EXPERIENCE

Magnameta AB Senior 3D Artist Remote · Sweden Produce photorealistic studio and interior CGI across modeling, materials, lighting, rendering and post-production; collaborate with designers, engineers and marketing teams.	2020 - Present
Superspace AB Lead 3D Artist Remote · Sweden Directed architectural, furniture and product visualization; managed remote production workflows and delivered photorealistic CGI assets.	2017 - 2020
Case3D Mid-Level 3D Artist · Novi Sad, Serbia Built models from CAD files and developed materials, textures and lighting for architectural and interior visualization.	2015 - 2017

SELECTED TECHNICAL PROJECTS

UR3e SimReady Robotics Asset OpenUSD · NVIDIA Isaac Sim · SimReady · PhysX Prepared a CAD-derived UR3e for simulation, configured articulation and physics, integrated an official Robotiq 2F-85 asset, and validated a contact-only pick-and-place task.
Inspection & Sorting Cell NVIDIA Isaac Sim · Replicator · Synthetic Data · RGB Inspection Built a simulated inspection-and-sorting workflow using synthetic data, RGB-based GOOD/REJECT classification, conveyor transport and robot sorting.
Connected Robot Cell NVIDIA Isaac Sim · MQTT · Dashboard · Telemetry Connected an Isaac Sim pick-and-place task to a local MQTT broker and browser dashboard for live state, telemetry and command acknowledgement.

TECHNICAL SKILLS

Current technical focus; distinct from 10+ years of professional visualization experience.

SIMULATION / TECHNICAL FOCUS

OpenUSD · NVIDIA Isaac Sim · SimReady · PhysX · Synthetic Data · Digital Twins · MQTT · Python-assisted workflows

3D / CAD

Autodesk 3ds Max · Blender · AutoCAD · Marvelous Designer

POST

Adobe Photoshop · Foundry Nuke · Adobe Lightroom

RENDERING

FStorm · Corona Renderer · V-Ray

AGENTIC / DEVELOPMENT

Codex · Claude Code · Visual Studio Code

EDUCATION

University of Novi Sad Faculty of Technical Sciences Master's and Bachelor's in Architecture and Urban Planning	2008 - 2013
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LANGUAGES

English - Fluent · German - A2