PERSONAL INFORMATION

Bojan Mijatović

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Sex Male | Date of birth 19/02/1988 | Nationality BiH

JOB APPLIED FOR
POSITION
PREFERRED JOB

Graduate teaching assistant (Viši asistent)

WORK EXPERIENCE

2020. -   Teaching assistant

Sarajevo School of Science and Technology – Game Design and Development

- Game Design and Development is part of SSST University. Its main course is game development. It's a new programme starting in 2020 combining Computer Science and Sarajevo Film Academy and adding new lectures from game development. I am working as teaching assistant on course of Directing and Gaming Industry Practices on first year.
- Throughout first year I've worked with students on practical assignments in course of Directing and theoretical work in course of Gaming Industry Practices. On second year I teach on Cinematography for games course, and on third year I'll be working with them on courses that include camera and VR works.
University

2017. -   Production assistant and cameraman

Sarajevo Graphics Group / DIGI.BA

- Sarajevo Graphic group is research laboratory from Faculty of Electrical Engineering working on digital presentation of cultural heritage. Their projects include multidisciplinary team gathered in Association DIGI.BA, producing Virtual and Augmented Reality applications with digital story telling. https://people.etf.unsa.ba/~srizvic/sgg.htm
www.digi.ba
- Cameramen works include both conventional shooting and 360 video shooting. Alongside camera work, I do lot of field sound recording.
University

2013. –   Lab Coordinator / Post-production Coordinator / Teaching assistant

Sarajevo School of Science and Technology – Sarajevo Film Academy

- Sarajevo Film Academy (SFA) is part of SSST University. Its main course is film directing. I am working on positions of Lab Coordinator; Post-production Coordinator and IT Helpdesk for SFA. I also give lectures to students how to technically use film equipment and post-production facilities. Alongside teaching them, I maintain post-production units and work as media manager for all SFA media.
- While working at SFA I have worked on numerous student film projects as technical assistance, camera assistant, data loader and editor assistant. I've also worked as production coordinator and organizer.
- From 2017. I am regularly included in lectures and classes and do practical work with students.
University

2013; 2015; 2017. Media manager (season job)

Al Jazeera Balkans

▪ Al Jazeera Balkans is Media Company where I worked as seasoned media manager. Media manager works with all the incoming and outgoing media in company. Converting, storing, archiving and using of all media files. Job is also shares some parts with IT Helpdesk position.

Media Company

2011. Press-clipping agent (season job)

Agency for media press-clipping "Parametar"

● Agency for media press-clipping. It is part of PRIME communications agency. I did media press-clipping for internet content and TV content.

Media Company

2009. – 2012. IT Helpdesk / Sales assistant (season job)

Hyundai Auto BH

▪ Hyundai car sales for Bosnia & Herzegovina. I've worked as IT Helpdesk in company and also in PR sector where I worked on IT content creation for PR material.
▪ I've also worked in sales department as sales assistant.

Car sales

2007. – 2009. Technician (season job)

Mobis electronic d.o.o.

▪ Mobis electronic was a service centre for Nokia phones in Bosnia & Herzegovina. I've worked in sector that was responsible for localization of phone's operating system for BiH market.

Phone sales

EDUCATION AND TRAINING

2023. - PhD in Media communications - ongoing   Level 8

Faculty of Electrical Engineering and Computer Science – University of Maribor

▪ Media Communications – study programme
▪ PhD thesis: "still in progress"

2012. – 2015. Master of communicology   Level 7

Fakultet političkih nauka u Sarajevu

▪ University of political science – Communicology - Public relations course. Master studies.
▪ Master thesis: "Effects of capital on professionalism in media"

2009. – 2012. Bachelor of communicology   Level 6

Fakultet političkih nauka u Sarajevu

▪ University of political science – Communicology - Public relations course

2002. – 2006. High school diploma   Level 3

Druga Gimnazija u Sarajevu

▪ 4 year high school education

PROJECTS AND PUBLICATIONS

Projects   Most notable projects are:

▪ **Horizon 2020 iMARECULTURE project (2016-2019)**
Part of Faculty of Electrical Engineering from Sarajevo team. under the lead from professor Selma

Rizvic. Project's i-MareCulture scope is to raise public awareness of European identity by focusing in maritime cultural heritage, which by default bridges different civilizations. In particular, i-MareCulture aims in bringing inherently unreachable underwater cultural heritage within digital reach of the wide public by implementing virtual visits, serious games with immersive technologies and underwater augmented reality. Scope of the project is to design, analyse, develop and validate pioneer applications and systems in the context of Virtual Museums through collaborative and innovative research from a diverse group of scientists, researchers, archaeologists, experts and museums.
I've worked both as 2D and 360 cinematographer and also as technical assistant for video equipment. Website: https://imareculture.eu/project/

▪ **Roman Heritage in Balkans project**
The goal of the Roman Heritage in the Balkans project is to create a virtual presentation of Roman cultural monuments in Bosnia and Herzegovina, Serbia, Montenegro and Albania showing that the whole area had common cultural heritage. Roman villa and terme in Ilidza near Sarajevo, Roman military camp and city Viminacium near Pozarevac, Serbia, Municipium settlement near Pljevlja, Montenegro and Durres amphitheater in Albania is presented through VR storytelling within an application that will be available online and installed in local museums, close to the selected archaeological sites. It will enable the Internet users and museum visitors to take a virtual walk through Balkans in the Roman period and learn about monuments preserved only in fragments. **I have worked as 2D and 360 cinematographer, sound recordist and also did 3D photogrammetry of objects for the project.** I was also assistant in production organization.
Website: http://h.etf.unsa.ba/romanheritage/

▪ **Project for educating of pupils from elementary and high schools as part of education program of "Međunarodni centar za djecu i omladinu Novo Sarajevo".**
Part of project in which I worked was oriented on educating pupils in basics of video recording and editing. Classes were organized each week two times and by the end of project we had completed shooting and editing of short film. Whole production, shooting, editing and presentation was done during these six months. It was held in 2018 and lasted six months.

▪ **VR Mostar cliff diving**
A group of researchers from the Faculty of Electrical Engineering, University of Sarajevo, in cooperation with colleagues from Great Britain, created a simulation of jumping from the Old Bridge in Mostar using the virtual reality (VR) technique. The user, after watching digital stories about the history of the Old Bridge and an interview with the champion of Mostar jumps, solves a 3D quiz and gets the opportunity to virtually jump from the bridge using an HMD (Head Mounted Display) device. Digital stories and interviews were recorded with a 360 camera, to match the HMD presentation and allow complete immersion of the user into the virtual environment. **I have worked as 2D and 360 cinematographer and sound recordist.**
Website: http://h.etf.unsa.ba/mostar-jumps/homeBOS.html

▪ **Sarajevo War Tunnel VR**
The project aims to provide the users with the unique war experience of passing through the Sarajevo Tunnel of hope using immersive virtual reality. At the same time, the user is motivated to learn and to explore, which makes the application both entertaining and educational. The initial user evaluation shows that we succeeded to share the siege emotion and experience through this application. **Worked as 360 cinematographer and sound recordist.**
Website: http://h.etf.unsa.ba/tunel-spasa/

▪ **Virtual Museum of Old Crafts**
Old crafts Virtual Museum project aims to introduce the users with Baščaršija crafts tradition and to contribute to preservation of the memory on crafts which disappeared. In this version of the project, the users will find out the details about crafts facing extinction: četkar (brush maker), kazaz (tailor decorater) and bozadžija (maker of drink called boza) through Virtual Reality application. They can also learn about the historical development of crafts in Sarajevo and get to know meanings of craft names that are not familiar any more to the general public. **Worked as 2D and 360 cinematographer and sound recordist.** Website: http://h.etf.unsa.ba/oldcraftsvm/

▪ **Roman Heritage in Balkans part 2 project**.
This is the continuation of last project. In the second version of the applications the users can virtually visit Butrint, Doclea, Mogorjelo and Lederata, and learn from storytelling of goddess Minerva and other historical characters about life in those places during the Roman Empire. After they see all stories and correctly answer the quiz questions, they can interact with selected exhibits found on locations and digitized through photogrammetry. **Working again as 2D and 360 cinematographer and sound recordist.**

Website: http://h.etf.unsa.ba/romanheritage/

▪ **Creative Europe: Real Heroes**
The Da Vinci Effect is a multi-user room VR experience that is being created as part of the REAL HEROES project, funded by Creative Europe. It aims to immerse youngsters in science, art and society with an interactive story around Leonardo da Vinci. The partners within the project are the Flemish Radio and Television Broadcasting organisation (VRT), Digi.Ba and WeMakeVR. **Worked as production assistant and game tester.**
Website: https://www.realheroes-project.com/

▪ **Museum "Bitka za ranjenike" – project for the Museum in Jablanica - BiH**
The Battle on the Neretva, also known as the Battle for the Wounded, is one of the most significant battles of the WWII. Tito's partisans succeeded to defeat the enemy offensive under the code of Operation Weiss. The decisive events took place in the Neretva canyon, in Jablanica, when about 4,000 wounded and sick fighters of the People's Liberation Army were rescued by crossing the river. The Museum of the battle in Jablanica, Bosnia and Herzegovina, is commemorating this historical event. Virtual Reality application set up in this Museum enables the VR headset user to experience the battle as its participant. The commander orders him/her to destroy the bridge, fight the enemy airplanes and transport the wounded across the river. If the mission is successfully accomplished, comrade Tito himself will express his congratulations! **Worked as 2D and 360 cinematographer and sound recordist. I also filled in as production assistant and application tester.**
Website: http://h.etf.unsa.ba/bitkananeretvivr/?page_id=71

▪ **Crvena stijena VR**
The modernization of the museum in Nikšić is being realized within the project of cross-border cooperation " aMUSeumING" financed by the European Union. With virtual reality technology, visitors will be able to travel into the past. Visitors to Nikšić and the Petrovići Archaeological Center will be able to go back thousands of years and feel what life was like at the most important prehistoric site in Montenegro, Crvena Stijena. **Working as 2D and 360 cinematographer and sound recordist and also did 3D photogrammetry of objects for the project.**
Website: http://h.etf.unsa.ba/crvenastijena/

▪ **Hidden galleries project – funded by European Research Council**
This digital exhibition brings to life the underground spaces and lives of religious communities in the Soviet Union. The secret police produced visual, graphic and textual materials of religious groups in order to present them as dangerous enemies of the state, as terrorists and saboteurs of the communist system. Using secret police sources, we reconstruct these stories from a different perspective. Our digi.ba team worked on "Underground" exhibition part were we created stories in 3D environment with actor who narrates the stories inside those environments. **I have worked as cinematographer and sound recordist.**
Website: http://hiddengalleries.eu/

▪ **Log pod Mangartom VR**
The first mosque in Slovenia was built in the alpine village of Log pod Mangartom. The mosque was built by the Austro-Hungarian army for its Bosniak soldiers who fought together with members of other faiths on the Isonzo Front during World War I. Several photographs of the mosque have been preserved, according to which this virtual reconstruction was done. Virtual Reality application through the stories of villagers and military imams and priests introduces users to this object, which no longer exists. After viewing the stories and answering the questions from the quiz correctly, the user can enter the mosque and walk around it. The application also includes a digitized version of the monument to Bosniak soldiers. **I have worked as 2D and 360 cinematographer and sound recordist and also did 3D photogrammetry of objects for the project.**
Website: http://h.etf.unsa.ba/logvr/eng/

▪ **Erasmus Mundus Design Measures project - International Master in Virtual Reality Production**
International Master in Virtual Reality Production (IMVRP), funded by European Commission ERASMUS+ program, will create a new profile of professionals able to combine advanced technical computing abilities with strong creative skills, in response to industry needs; it will fulfill the gap between University education and the relevant labor needs, reinforcing and broaden the collaboration with industry and increasing employment opportunities.
The study program combines computer science, visual arts, acting, film, VR video production and 360° news reporting; the core of teaching will be the new media and interdisciplinary field of producing Virtual Reality movies and applications, news reporting in 360° video, filming 360° video and developing new film language grammar, as well as new interaction techniques in VR.

Worked as project assistant and analysis expert
Website: https://imvrp.ba/about/

▪ **Creative Europe: SHELeadersVR – ongoing project (2022 – 2025)**
SHELeadersVR project aims to present in Virtual and Augmented Reality the female rulers from Western Balkan countries, the places where they lived and stories from their lives. Bosnian queen Jelena Gruba, Serbian princess Milica, Macedonian queen Marija Paleologos, Albanian queen Vojsava Tribalda and Montenegrin queen Izabeta Crnojević will appear in virtual reconstructions of the castles where they lived and will narrate significant events from their reign. Users will have the opportunity to virtually walk through these cultural monuments and find digitized exhibits from museums holding related collections. In the first year of the project 360 videos from selected locations will be recorded and scenarios for digital stories will be created. The second year will be dedicated to the production of VR and AR applications, and in the third year the evaluation of the user experience and the installation of the application in partner museums will be carried out. The project consortium consists of DIGI.BA Association (coordinator), the experts from University of Sarajevo – Faculty of Electrical Engineering, NoHo from Ireland, the Archaeological Institute of Belgrade, the National Museum of Montenegro and the Sarajevo School of Science and Technology. **Working as director and 2D and 360 cinematographer and sound recordist. Creating 3D objects using photogrammetry.**
Website: https://sheleadersvr.ba/

▪ **Trebinjske tvrđave VR**
ADRION project EMOUNDERGROUNDS gives a concrete contribution to the valorisation of the extraordinary richness and potentials of the targeted cultural assets, that will allow a sustainable, smart and inclusive growth of the whole ADRION area. The overall project objective is to boost the attractiveness/competitiveness of the involved transnational tourist destinations creating a new common cultural-creative tourist product. The project provides innovative solutions rising the enjoyment of potential users, by virtual reality rooms, smart mobile applications, holographic demos, interactive screens/projections. Involved cultural sites are: Castle of Acquaviva d'Aragona in Nardò; Pio's Palace in Carpi, Chlemoutsi castle in Andravida- Killini, Gradina Castle in Rijeka, St. Michael's Fortress in Šibenik, the Castel of Štanjel in Koper, the Podsmrek Castle in Ivančna Gorica, the old underground city in Kukes, the Old Town and the Castle of King Nicholas in Bar, the fortress undergrounds in Trebinje. **Worked as director, production assistant and game tester. Created 3D objects for the application using photogrammetry.**
Website: http://h.etf.unsa.ba/trebinjevr/

▪ **Wrecks4all**
Wrecks4All project aims to create an innovative tourism offer based on the underwater cultural heritage of the Eastern Adriatic region. The project area has many authentic shipwrecks and other underwater heritage sites that are highly regarded among tourists, and in particular among the scuba diving community. Wrecks4All project integrates immersive technologies such as augmented reality (AR) and virtual reality (VR) to bring unreachable sites closer to tourists. An innovative tourism offer (9 VR/AR tours and a virtual map of underwater heritage trails) will be available in newly refurbished showrooms in Split (HR), Mostar (BA) and Kotor (ME). The project also supports the development of training programmes adapted to the needs of the digital cultural heritage sector and, explores the benefits and potentials of the scuba diving tourism industry.
Working as director, production assistant and game tester of VR content for BiH part.
Website: https://www.interreg-hr-ba-me.eu/project/wrecks4all/

▪ **Bitka na Kozari**
In the summer of 1942, the West Bosnia combat group surrounded Kozara with three bresches (rings) of soldiers. The famous Battle of Kozara lasted from mid-June to mid-July 1942, when partisan forces tried to break through the enemy's encirclement and save the population of Kozara on several occasions. The biggest breakthrough took place in the night between July 3th and 4th. It would be difficult to mark all the places and preserve the memory of all those who were part of it. That's why in 1972, a memorial complex on Mrakovica was built, consisting of the Revolution Monument, the Memorial Wall and the Memorial Museum, in which now, with the help of a virtual reality application, the Kozara forest will tell the story of Kozara and its heroes. The virtual reality application allows visitors of the Memorial Museum in Mrakovica to become part of this famous battle and to solve the tasks that are set before them to build the imposing Monument to the Revolution. This application was created with the financial support of the European Union (EU) and the Federal Government of Germany (BMZ). The content is the exclusive responsibility of the Development Agency PREDA and does not necessarily reflect the position of the EU or BMZ.
Worked as director, 2D and 360 cinematographer and sound recordist.
Website: https://h.etf.unsa.ba/bitkanakozarivr

- **Creative Europe: StećakLand – project starting (2023 – 2025)**
Creative Europe project StećakLand aims to take us to the world where the symbols from the stećak
"live" and introduce us to their meaning. Experts from Bosnia and Herzegovina, Croatia, Serbia and
Montenegro will choose the most representative stećaks whose ornaments will populate the digital
environment – StećakLand. We will be able to visit it through a Virtual Reality application that will be
installed in Mak Dizdar's House in Stolac, Dubrovnik Museums, the National Museum of
Montenegro in Cetinje, and in the archaeological park Viminacium in Serbia. Through this
application, museum visitors will learn the meanings of the symbols from the stećaks and get to
know their stories. Visitors of necropolises where stecaks can be seen will be able to read the
meanings of decorations and decorative ornaments through the Augmented Reality application.
**Working as director and 2D and 360 cinematographer and sound recordist. Creating 3D
objects using photogrammetry.**
Website: https://stecakland.ba/

I worked also on several short and feature films, most notably:
- **Luck** – film by Nedim Karalic. Worked as camera assistant and data loader.
https://www.imdb.com/title/tt10071602/?ref_=nm_flmg_dr_1
- **Delta Val** – film by Damir Basic. Worked as production organizer and producer.
https://www.imdb.com/title/tt10798852/?ref_=nm_flmg_act_1
- **Devet disidenata** – film by Ahmed Imamovic. Experimental 360 documentary/fiction film. Worked as
360 cinematographer and sound recordist.
https://www.imdb.com/title/tt10687988/?ref_=nm_flmg_cin_1
- **Ilhamijin put** – film by Tarik Hodzic. Experimental 360 documentary/fiction film. Worked as 360
cinematographer and sound recordist
https://www.youtube.com/watch?v=_W9mKBye5G0
- **Snow for Water** – film by Christopher Villiers. Worked as editor.
https://www.imdb.com/title/tt5320418/?ref_=nm_flmg_edt_1
- **Together We Stand** – film by Waterbear. Worked as sound recordist and camera assistant.
https://www.waterbear.com/player/61ad3ac1a7619b6ec817b102
- **Die Before Death** – film by Ahmed Imamovic. Worked as camera assistant and data loader.
https://www.imdb.com/title/tt21237484/

I worked on a lot of short videos and commercials on different production jobs. Among them:
- Mirsad Hadzikadic – elections for BiH president promo video. Worked as production coordinator:
https://www.facebook.com/mhplatformazaprogres/videos/2146930512048501/
- Sarajevo5D promo video – Worked as cinematographer and stop motion animation creator:
http://sarajevo5d.ba/
- Alka Vujica – music video for song: "Boje Croatie" – Worked as camera operator:
https://www.youtube.com/watch?v=6dsHsTUcLeU&feature=emb_title
- Alka Vujica – music video for song: "Voli me jos" – Worked as camera operator:
https://www.youtube.com/watch?v=DpyQ-q-LsZc
- Bukowskee – music video for the song: "Mahala zna" – video made as part of the project "Virtual
Museum of old Crafts". Worked as 360 cinematographer. "Mahala zna" is also the first 360 VR music
video in Bosnia and Herzegovina. There are both 2D and 360 version of the video:
https://www.youtube.com/watch?v=6xlEi05-8vA

Publications
- **Time Travel to the Past of Bosnia and Herzegovina through Virtual and Augmented Reality**
A special issue of Applied Sciences (ISSN 2076-3417). "Extended Reality: From Theory to
Applications" - doi: 10.3390/app11083711
Authors: Selma Rizvić, Dušanka Bošković, Vensada Okanović, Ivona Ivković Kihić, Irfan Prazina,
Bojan Mijatović
- **Virtual Reality video in digital cultural heritage applications** – Virtual Archaeology 2021
Authors: Bojan Mijatović, Selma Rizvić
- **3D sound for digital cultural heritage** – GCH 2021 - Eurographics Workshop on Graphics and
Cultural Heritage - https://doi.org/10.2312/gch.20211415
Authors: Adnan Mušanović, Bojan Mijatović, Selma Rizvić
- **Interaction in eXtended Reality Applications for Cultural Heritage** – Applied Sciences 12, no. 3:
1241. https://doi.org/10.3390/app12031241
Authors: Vensada Okanović, Ivona Ivković-Kihić, Dušanka Bošković, Bojan Mijatović, Irfan Prazina,

Edo Škaljo, and Selma Rizvić

- **Workflow of Extended Reality Applications for Museum Exhibitions** - 2022 International Balkan Conference on Communications and Networking (BalkanCom), 2022, pp. 189-194, doi: 10.1109/BalkanCom55633.2022.9900866
  Authors: Selma Rizvić, Duška Bošković, Ivona Ivković-Kihić, Bojan Mijatović
- **Developing a Virtual Reality (VR) Lab for Improving the Safety of Pyrotechnicians -** 2022 International Balkan Conference on Communications and Networking (BalkanCom), 2022, pp. 195-199, doi: 10.1109/BalkanCom55633.2022.9900680.
  Authors: Belma Ramić-Brkić, Bojan Mijatović, Faik Ćatibušić, Emina Mekić
- **Learning about prehistory through interactive digital storytelling –** 2022 International Conference on Interactive Media, Smart Systems and Emerging Technologies (IMET), 2022, pp. 1-4, doi: 10.1109/IMET54801.2022.9929609.
  Authors: Selma Rizvić, Dušanka Bošković, Bojan Mijatović, Ivona Ivković-Kihić, Edo Škaljo
- **Da Vinci Effect – multiplayer Virtual Reality experience –** GCH 2022 - Eurographics Workshop on Graphics and Cultural Heritage, https://doi.org/10.2312/gch.20221229
  Authors: Selma Rizvić, Gregg Young, Avinash Changa, Bojan Mijatović, Ivona Ivković-Kihić
- **Gameplay elements in digital cultural heritage** – book chapter – to be published
  Authors: Selma Rizvić, Bojan Mijatović, Ivona Ivković-Kihić, Dušanka Bošković
- **Advanced Interactive Digital Storytelling in Virtual Reality presentation of Austrian-Hungarian fortresses around Trebinje –** in Proceedings of 21st Eurographics Workshop on Graphics and Cultural Heritage, Lecce, Italy, 2023
- Authors: Selma Rizvić, Dušanka Bošković, Bojan Mijatović
- **Balancing Gameplay Elements and Interactive Digital Storytelling in Virtual Reality applications of War Heritage -** paper to be presented at the International Conference on Interactive Media, Smart Systems and Emerging Technologies in October 2023. (IMET 2023).
- Authors: Selma Rizvić, Dušanka Bošković, Bojan Mijatović

PERSONAL SKILLS

Mother tongue(s)   Bosnian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C2	C2	C2	C2	C2
German	A1	A1	A1	A1	A1

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user
Common European Framework of Reference for Languages

Communication skills

Superb communication abilities and contact with people. Easy-going and very open for any kind of talks and advices.
- I have Master degree in Communicology studies.
- I communicate every day with students about their problems and how to solve them. That is probably the best and most joyful part of my job.

Organisational / managerial skills

Great organization abilities. Throughout my studies I was often elected to be leader of groups. I have very good knowledge and abilities in organizing jobs and plans in teams. I am also very good in handling pressure and stiff timetable in projects.
- I organize part of practical classes on Sarajevo Film Academy.
- Throughout my jobs I organized different workflows and solutions related to media managing.
- Responsible for organizing shootings on some projects I work on.
- Very punctual and precise.

Job-related skills

I am great team worker and very happily work in teams. Responsibilities towards work and agreed deadlines are my top priority when working. I also love sharing knowledge and teach my colleagues whatever I can. I am quite good at educating people which is one of my main qualities at Sarajevo Film Academy where I work at the moment.

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Independent user	Proficient user	Proficient user

Levels: Basic user - Independent user - Proficient user
Digital competences - Self-assessment grid

I can use both PC and MAC computers and I have very good knowledge about hardware – creating needed computer configurations or upgrading of systems. Additionally:

▪ Great knowledge of Windows operating system
▪ Great knowledge of Microsoft Office suite
▪ Very good knowledge of Adobe video package (Photoshop, Premiere, Media Encoder)
▪ Good knowledge of basics of networking
▪ Very good knowledge of video equipment
▪ I am very good at learning new technological things and putting them in practical use.

Other skills

▪ Photography
▪ Photogrammetry
▪ Filming
▪ Filming 360 videos
▪ Video editing
▪ Audio recording

Driving licence

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ANNEXES

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