



Datele de contact sunt contra cost. Detalii aici: <https://www.rabota.md/ro/prices/cv>

Technical Artist / 3D Generalist (Unreal/Unity/Houdini)

Despre mine

Dynamic and versatile Senior Graphic/Motion Designer and Technical Artist with a wealth of experience in VFX technical art, shader

development, and rendering. Proficient in supervising creative teams, providing direction, and executing projects from concept to

completion. Skilled in creating 2D/3D assets, animations, and UI/UX designs for immersive Web AR/VR/XR experiences.

Known for innovation, I actively contribute personal initiatives such as integrating and organizing Houdini USD pipelines and developing

procedural tools.

Adobe Photoshop CC

Adobe Illustrator CC

Adobe AfterEffects CC

Adobe Premiere Pro

Adobe Audition CC

SideFX Houdini

Maxon Cinema 4D R19 + Octane, V-Ray render

Substance Painter

ZBrush 2018

Unity3D

Unfold 3D

3D Skills:

Keyframe animation

Model Rigging

Hard-surface modeling

Sculpting

UV mapping

PBR render

Experiența profesională

3D Generalist · PlatinGaming Ltd. · Malta, Sliema
Aprilie 2016 - Octombrie 2016 · 6 luni

- 👤 39 ani
- ♂ Masculin
- 📍 Chișinău

Preferințe

- Full-time

Limbi

- **Română** · Elementar
- **Rusă** · Fluent
- **Engleză** · Comunicare

Main goal: Make realistic virtual dog race game

Accomplished work:

- Sculpting race dogs, modeling race dog stadium, unwrapping, baking of maps, texturing, dog rigging, light and environment, camera position and moving, import and working with assets - «Anima crowd simulation», rendering (Octane). Broadcast graphics, compositing and post-processing.

Initiatives and problem salvation:

I created «game engine» inside Cinema 4D by using C.O.F.F.E.E and Python, every time you hit the render you've got random race result. Also using Xpresso I solved problems with camera moving regarding of every time changing dogs position.

Graphic Designer · Miram-Lux SRL

Noiembrie 2015 - Martie 2016 · 4 luni

Graphic designer

Main goal: Built e-commerce platform

Main responsibilities:

- Design of interface for different languages and functional for easy-to-use service across different devices.
- Extensive user experience research and data analysis.
- 2D and 3D illustration and animation of unique graphic content for marketing purposes.

Initiative:

- Visualization of system design (UML).
- Active part in discussions and proposals regarding: improvement of search engine, features and customizations.

Graphic Designer · Development Solutions ICS SRL

Iunie 2013 - Iulie 2015 · 2 ani 1 lună

Main responsibilities:

- Web templates for word-press
- Create unique promo illustrations for social media
- Create promo video and video tutorials of projects for social media
- Monthly work report

Initiatives:

- Project-related researches, data analysis and visualization
- Develop UI/UX web prototypes for main projects
- Direct collaboration with programmers and administration

Graphic Designer · Casalot SRL

Noiembrie 2007 - Iunie 2013 · 5 ani 8 luni

Main responsibilities:

- Graphic design for outdoor and indoor digital printing.
- Pre-press.
- Collaboration with marketing and production departments.

Initiatives:

- Object photography and photo-retouch.
- Web site develop and support.
- Rebranding of the company design.

Studii: Superioare incomplete

ULIM / Intertantional University

Absolvit în: 2003

Facultatea: Computer Science and Engineering

Specialitatea: Computer networking