



👤 27 ani
♂ Masculin
📍 Chişinău



Preferințe

- Full-time

Limbi

- **Română** · Fluent
- **Rusă** · Fluent
- **Engleză** · Mediu

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

3D artist

Despre mine

моё хобби и есть моя работа 3д артист.

Не люблю чувство застоя на одном месте и постоянно самосовершенствую себя лично и профессионально.

Очень ответственный и общительный но также ленив и именно по этому стараюсь максимально быстро и эффективно сделать свою работу чтобы не переделывать много раз.

учился в художественной школе в городе Оргеев 3 года.

I am a creative and artistic individual with a keen eye for detail. I am a good team player and I have the ability to work independently. I can also work under pressure and with strict deadlines. Strong artistic capabilities with color theory, illustration and rendering.

modeling - высокое

texturing - высокое

low-poly - высокое

high-poly - высокое

blender - высокое

adobe photoshop - высокое

substance painter - высокое

optimization - высокое

visualization - высокое

Experiența profesională

3d artist · freelance

Ianuarie 2020 - Prezent · 4 ani 11 luni

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3d artist · MidnightWorks

Noiembrie 2021 - Septembrie 2022 · 11 luni

Using 3D modeling, texture, mapping, node shading and other techniques to create graphics, visual effects.

Familiarity with 3D modeling software such as Blender, Substance painter, Photoshop, 3D coat, Unity, Substance sampler.

Collaborating with other artists and attending meetings to discuss ongoing projects.
Conceptualizing and developing design ideas.
Understanding the project requirements and conceptualizing creative ideas.
Researching and staying updated on the latest design work within the field.

3d artist · TryMyGame

Ianuarie 2021 - Iulie 2021 · 6 luni

Working on hyper casual games.
Creating quick and detailed 3D models and drawings.
Using Blender, Substance painter, Photoshop, 3D coat, Substance sampler.
Knowledge of various 3D design techniques like Digital Sculpting, Procedural Modeling, Edge modeling, Node Shading and Box/Subdivision Modeling.
Staying updated about the latest design trends.

Studii: Superioare incomplete

USM

Studiez la moment

Facultatea: Matematica si Informatica

Specialitatea: Informatica Aplicata