



37 ani
 Masculin
 Chişinău
 14 000 MDL
 f

Preferințe

- Full-time

Limbi

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

Permis de conducere

Categoria: B

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

Graphic Designer, 2D Artist, Photo Retouch

Despre mine

I'm a person that loves the beauty expressed through the art, that reflects an unique universe understood only by special persons, with a very well developed spirith of observation, I pay a lot of attention on details. I have a rich background in plastic art and design, it defines my creative personality. I'm punctual, responsable, a persone that works in the team, comprehensive, and very communicative.

New experience, knowledge is always welcome in my life.

Continous self-development for improving my skills.

Give me a paper and pen and I will draw my universe!

Enumerarea abilităților

- Photoshop
- Illustrator
- Lightroom
- Utilizarea in lucru a planshetului grafic
- Utilizare sistemulu MAC OS, Windows
- ect.

Experiența profesională

Photo Retouch · Spamol · Chişinău

Iunie 2016 - Prezent · 9 ani 1 lună

Photo retouching, color balance, white balance, collages, etc.

2D Artist, Designer · 01 Devs Game studio · Chişinău

Martie 2013 - Noiembrie 2016 · 3 ani 9 luni

Creating: concepts, logos, textures, promotional materials, drawing backgrounds, icon design and many other things that need to be done by the designer.

Designer · LE BRIDGE CORPORATION LIMITED SRL · Chişinău

August 2012 - Martie 2013 · 7 luni

Creating the packages, shelf talkers, promotional materials, billboards, greeting cards, business cards, photo retouching, ect.

Studii: Superioare

Universitatea Tehnica din Moldova

Absolvit în: 2013

Facultatea: I.M.C.M.

Specialitatea: Design Industrial

Liceul de Arte Plastice "Igor Vieru"

Absolvit în: 2007

Facultatea: Arte Plastice

Specialitatea: Arte Plastice

Cursuri, training-uri

Designer

Absolvit în 2016

Organizator: 01 Devs Game studio