



👤 29 years

♀ Female

📍 Chișinău

TOP Skills

- **Modeling** · 4 years
- **Texturing** · 4 years
- **UV mapping** · 4 years
- **Optimization** · 4 years
- **PBR** · 4 years
- **Team work** · 4 months

Preferences

- Full-time
- No schedule
- Flexible
- Remote
- Hybrid
- In-house
- Mobile work

Languages

- **Romanian** · Native
- **Russian** · Native
- **English** · Communication

Skills

- Basic rigging
- Texture atlasing
- Entry-level animation
- Mobile game optimization of mesh and textures
- PBR textures

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

3D Modeler

About me

Portfolio:

<https://www.artstation.com/jlinzkarlman>

Work experience

3D Modeler (Freelance) · Upwork · Chișinău

May 2021 - Present · 4 years 3 months

- Created high-quality 3D models and textures for a wide range of clients, ensuring designs met both aesthetic and functional requirements
- Contributed to several NFT projects, delivering creative and innovative assets that aligned with client visions
- Managed project timelines, consistently delivering finalized, functional models on time
- Consulted with clients to understand project constraints and functional needs, adapting designs to meet those specifications
- Worked closely with clients to clarify requirements and ensure alignment with expectations.

Skills: Modeling, Texturing, UV mapping, Optimization, PBR

3D Modeler · Spaceman Gaming · Chișinău

June 2024 - September 2024 · 4 months

- Developed low-poly assets and characters using reference images and written descriptions, ensuring efficient use of resources
- Created and optimized texture atlases for better performance in mobile and real-time environments
- Collaborated with a team to ensure cohesive visual style and technical consistency across assets
- Worked with skinning and rigging adjustments to ensure smooth animation and integration within game engines

Skills: Team work, Communication skills, Problem-solving

Tattoo Artist · "Mad-Art" Tattoo Studio · Chișinău

October 2018 - May 2020 · 1 year 8 months

- Creating individual tattoo designs for clients.
- Tattooing.

- Modeling characters, weapons, props, and environment elements
- Modeling high/low poly models
- Stylized and realistic texturing

- Understanding people's needs and vision.

Desired industry

- Art / Entertainment

Education: Secondary

"Mondostud-art" College

Graduated in: 2016

Lyceum "Lucian Blaga"

Graduated in: 2013