⚲ 36 ani

♂ Masculin

◎ Chișinău

▭ **22 000 MDL**

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Preferințe

- Full-time

Limbi

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

Permis de conducere

Categoria: B
Cu automobil personal

Technical Artist / Unreal Engine Developer

Despre mine

I started out creating maps and mods as a level designer and 3D modeler. Over time, I became interested in the technical side of creating games. I constantly improve my skills and study new technologies.

Skills: Unreal Engine (Blueprints/C++), Python, Blender (Blender Python), 3Ds Max, Substance Painter. 3D Math, Git, Colmap/NeRF/Photogrammerty, Stable Diffusion

- Python
- C++ / Blueprints
- Unreal Engine
- Blender (+ Python), 3D Studio Max
- Substance Painter

Experiența profesională

3D Tools Developer · Esper Project · Chișinău
Decembrie 2023 - Martie 2024 · 3 luni

Developed text-to-3d tool technology, focusing on NERF, Colmap and Stable Diffusion.
Defined pipeline and algorithms for 3D sparse model creation based on AI-generated content, developed tools for images processing (using OpenCV and Exif).

Technical Artist · Polkaverse · Chișinău
Aprilie 2023 - Noiembrie 2023 · 8 luni

I worked on Metaverse project, on 3D art pipeline (assets integration, optimization), developed tools for artists in Blender, took part in the development of base game architecture.

Technical Artist · Endava · Chișinău
Aprilie 2022 - Martie 2023 · 11 luni

I established gamedev team, created art pipeline,

developed 2 game projects and an interactive visualization project using Unity.
Participated in development of a browser game on WebGL as a tools programmer (Python, Blender).

3D Tools Developer · Innovation seven · Chișinău
Decembrie 2021 - Mai 2022 · 6 luni

I developed tools for procedural modeling in Blender (Python + Geometry Nodes), defined and led pipeline for architectural projects in Blender and Unreal.
Trained designers with created plugins/pipelines.
Created tools and approaches significantly accelerated projects production.

Technical Artist · 99developers · Chișinău · Berlin
Aprilie 2019 - Mai 2021 · 2 ani 1 lună

I created two architectural projects on Unreal Engine 4 for Oculus Rift/Quest, using C++/ Blueprints for game logic, defined art creation pipeline.
I Made 3D tools with Python (for Blender), that significantly speed up the development.

Studii: Superioare incomplete

Shevchenko Transnistria State University
Studiez la moment
Facultatea: Computer Science
Specialitatea: Software Engineering

Cursuri, training-uri
Unreal Engine 5 C++ Developer
Absolvit în 2024
Organizator: Udemy