



28 ani
 Masculin
 Chişinău
 20 000 MDL

Preferințe

- Flexibil

Limbi

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

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

3D Generalist

Despre mine

I am passionate about creating beautiful 3D Modeling art and 3D Animations. I love to make stunning visuals and help out the team in achieving their goals with my creative talent. The purpose of my life is to transfer my fantasy and real life experience into a 3D computer simulation. A responsible and motivated artist is looking for an opportunity to gain valuable work experience. I am a positive communicator who works well stress to fit in with difficult big goals. Have good knowledge in working with task managers, and controll version apps.

- Autodesk Maya (Modeling, UV unwrapping, Rigging, Animation)
- ZBrush
- MarvelousDesigner
- Blender
- Adobe 3D Substance Painter (Hand paint, Mat paint)
- Adobe Photoshop
- Unity 3D
- Unreal Engine
- Expirienced in team working on projects, brainstorming and finding best suite approaches
- Expirienced in developing mobile games

Experiența profesională

3D Artist · TryMyGames · Chişinău

Iunie 2019 - Mai 2022 · 2 ani 11 luni

During this time, I managed to work both on the development of 3D models and animations for mobile games (hypercasual, casual) as well as finding key game design approaches. I own a good knowledge of unity\unreal 3d artists\animators pipeline, great communication skills, enthusiasm, good experience in working with task managers and control of versions packages (Slack, Youtrack, Git-hub, Jira, etc...). Also i have base programming experience.

3D artist · SelfEmployed · Chişinău

Februarie 2019 - Mai 2019 · 3 luni

During this time, I managed to workon the creation of turnkey visualizations as well as finding key design approaches in touch with clients.

3D Artist · Arlon Group · Chişinău

Mai 2017 - Aprilie 2018 · 12 luni

During this time, I managed to work both on the creation of character design and on the development of 3D models, rigs, effects and animations for mobile casual game.

Studii: Medii de specialitate

CEITI

Absolvit în: 2014

Specialitatea: Informatics and Information technolages