



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

👤 21 years

📍 Chișinău

TOP Skills

- **Props** · 2 years
- **Environment Design** · 2 years
- **Level Design** · 2 years
- **Blender** · 2 years
- **Unreal Engine** · 2 years

Languages

- **Romanian** · Native
- **Russian** · Fluent
- **English** · Fluent
- **Italian** · Fluent

Skills

- Creative Problem Solving
- Time Management
- Project Collaboration
- Gameplay Awareness
- Optimization
- 3D Modeling
- Lighting & Rendering
- Style Adaptability
- Scene Composition
- Artistic Storytelling

3D Artist

About me

I'm a recent Game Design graduate specializing in environment design and world building. I focus on creating gameplay-driven spaces that guide players naturally and enhance storytelling through level composition, pacing, and atmosphere. I enjoy the process of turning ideas into interactive, functional worlds that balance visual appeal with strong design principles.

Work experience

3D Environment Artist · Freelance · Chișinău

April 2023 - Present · 2 years 6 months

- Level Blockout
- World Building and Environment Creation
- Lightning, Mood and Composition
- Asset Creation
- Technical Integration

Skills: Props, Environment Design, Level Design, Blender, Unreal Engine

Desired industry

- IT, Tech

Education: Higher

Moldova State University

Graduated in: 2025

Faculty: Matematică și Informatică

Speciality: Game Design