



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

- 👤 26 ani
- ♂ Masculin
- 📍 Chişinău



## Preferințe

- Full-time

## Limbi

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

# 3D artist

## Despre mine

моё хобби и есть моя работа 3д артист.

Не люблю чувство застоя на одном месте и постоянно самосовершенствую себя лично и профессионально.

Очень ответственный и общительный но также ленив и именно по этому стараюсь максимально быстро и эффективно сделать свою работу чтобы не переделывать много раз.

учился в художественной школе в городе Оргеев 3 года.

I am a creative and artistic individual with a keen eye for detail. I am a good team player and I have the ability to work independently. I can also work under pressure and with strict deadlines. Strong artistic capabilities with color theory, illustration and rendering.

## Experiența profesională

### 3d artist · freelance

*Ianuarie 2020 - Prezent · 4 ani 9 luni*

I am a creative and artistic individual with a keen eye for detail. I am a good team player and I have the ability to work independently. I can also work under pressure and with strict deadlines. Strong artistic capabilities with color theory, illustration and rendering.

### 3d artist · MidnightWorks

*Noiembrie 2021 - Septembrie 2022 · 11 luni*

Using 3D modeling, texture, mapping, node shading and other techniques to create graphics, visual effects.

Familiarity with 3D modeling software such as Blender, Substance painter, Photoshop, 3D coat, Unity, Substance sampler.

Collaborating with other artists and attending meetings to discuss ongoing projects.

Conceptualizing and developing design ideas.

Understanding the project requirements and conceptualizing creative ideas.

Researching and staying updated on the latest design work within the field.

### **3d artist** · TryMyGame

*Ianuarie 2021 - Iulie 2021 · 6 luni*

Working on hyper casual games.

Creating quick and detailed 3D models and drawings.

Using Blender, Substance painter, Photoshop, 3D coat, Substance sampler.

Knowledge of various 3D design techniques like Digital Sculpting, Procedural Modeling, Edge modeling, Node Shading and Box/Subdivision Modeling.

Staying updated about the latest design trends.

### **Studii: Superioare incomplete**

#### **USM**

*Studiez la moment*

Facultatea: Matematica si Informatica

Specialitatea: Informatica Aplicata