



- 👤 39 ani
- ♂ Masculin
- 📍 Chișinău

Preferințe

- Full-time

Limbi

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

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

VFX Technical Artist

Despre mine

Dynamic and versatile Senior Graphic/Motion Designer and Technical Artist with a wealth of experience in VFX technical art, shader

development, and rendering. Proficient in supervising creative teams, providing direction, and executing projects from concept to

completion. Skilled in creating 2D/3D assets, animations, and UI/UX designs for immersive Web AR/VR/XR experiences.

Known for innovation, I actively contribute personal initiatives such as integrating and organizing Houdini USD pipelines and developing

procedural tools.

Experiența profesională

Technical Artist · Bully Entertainment

Iunie 2018 - Aprilie 2024 · 5 ani 11 luni

Led VFX technical art and shader development for WebGL, specializing in rendering and compositing.

Supervised a team of graphic designers, offering support and artistic direction.

Created 2D/3D assets and animations with UI/UX integration for Web AR/VR/XR projects, including video production, rendering, and compositing.

Contributed to concept art, storyboarding, and style guides, designing key image renders for marketing purposes.

Spearheaded personal initiatives, overseeing the development of the Houdini USD pipeline and crafting procedural tools.

3D Generalist · PlatinGaming Ltd. · Malta, Sliema

Aprilie 2016 - Octombrie 2016 · 6 luni

Main goal: Make realistic virtual dog race game

Accomplished work:

- Sculpting race dogs, modeling race dog stadium, unwrapping, baking of maps, texturing, dog rigging, light and environment, camera position and moving, import and working with assets - «Anima crowd simulation», rendering (Octane). Broadcast

graphics, compositing and post-processing.

Initiatives and problem salvation:

I created «game engine» inside Cinema 4D by using C.O.F.F.E.E and Python, every time you hit the render you've got random race result. Also using Xpresso I solved problems with camera moving regarding of every time changing dogs position.

Graphic Designer · Miram-Lux SRL

Noiembrie 2015 - Martie 2016 · 4 luni

Graphic designer

Main goal: Built e-commerce platform

Main responsibilities:

- Design of interface for different languages and functional for easy-to-use service across different devices.
- Extensive user experience research and data analysis.
- 2D and 3D illustration and animation of unique graphic content for marketing purposes.

Initiative:

- Visualization of system design (UML).
- Active part in discussions and proposals regarding: improvement of search engine, features and customizations.

Graphic Designer · Development Solutions ICS SRL

Iunie 2013 - Iulie 2015 · 2 ani 1 lună

Main responsibilities:

- Web templates for word-press
- Create unique promo illustrations for social media
- Create promo video and video tutorials of projects for social media
- Monthly work report

Initiatives:

- Project-related researches, data analysis and visualization
- Develop UI/UX web prototypes for main projects
- Direct collaboration with programmers and administration

Graphic Designer · Casalot SRL

Noiembrie 2007 - Iunie 2013 · 5 ani 8 luni

Main responsibilities:

- Graphic design for outdoor and indoor digital printing.
- Pre-press.
- Collaboration with marketing and production departments.

Initiatives:

- Object photography and photo-retouch.
- Web site develop and support.
- Rebranding of the company design.

Studii: Superioare incomplete

ULIM / Intertantional University

Absolvit în: 2003

Facultatea: Computer Science and Engineering

Specialitatea: Computer networking