



👤 30 years

♀ Female

📍 Chișinău

## TOP Skills

- **Modeling** · 4 years
- **Texturing** · 4 years
- **UV mapping** · 4 years
- **Optimization** · 4 years
- **PBR** · 4 years
- **Team work** · 4 months

## Preferences

- Full-time
- No schedule
- Flexible
- Remote
- Hybrid
- In-house
- Mobile work

## Languages

- **Romanian** · Native
- **Russian** · Native
- **English** · Communication

## Skills

- Basic rigging
- Texture atlasing
- Entry-level animation
- Mobile game optimization of mesh and textures
- PBR textures

**Contact details are available for a fee.**  
**Details here:**  
<https://www.lucru.md/ru/preturi/cv>

# 3D Artist

## Work experience

### 3D Modeler (Freelance) · Upwork · Chișinău

*May 2021 - Present · 4 years 8 months*

- Created high-quality 3D models and textures for a wide range of clients, ensuring designs met both aesthetic and functional requirements
- Contributed to several NFT projects, delivering creative and innovative assets that aligned with client visions
- Managed project timelines, consistently delivering finalized, functional models on time
- Consulted with clients to understand project constraints and functional needs, adapting designs to meet those specifications
- Worked closely with clients to clarify requirements and ensure alignment with expectations.

Skills: Modeling, Texturing, UV mapping, Optimization, PBR

### 3D Modeler · Spaceman Gaming · Chișinău

*June 2024 - September 2024 · 4 months*

- Developed low-poly assets and characters using reference images and written descriptions, ensuring efficient use of resources
- Created and optimized texture atlases for better performance in mobile and real-time environments
- Collaborated with a team to ensure cohesive visual style and technical consistency across assets
- Worked with skinning and rigging adjustments to ensure smooth animation and integration within game engines

Skills: Team work, Communication skills, Problem-solving

### Tattoo Artist · "Mad-Art" Tattoo Studio · Chișinău

*October 2018 - May 2020 · 1 year 8 months*

- Creating individual tattoo designs for clients.
- Tattooing.
- Understanding people's needs and vision.

- Modeling characters, weapons, props, and environment elements
- Modeling high/low poly models
- Stylized and realistic texturing

## **Desired industry**

- Art / Entertainment

## **Education: Secondary**

### **"Mondostud-art" College**

*Graduated in: 2016*

### **Lyceum "Lucian Blaga"**

*Graduated in: 2013*