



👤 28 years

♂ Male

📍 Chişinău

📧 in in

TOP Skills

- **Texturing** · 1 year
- **Sculpting** · 1 year
- **ZBrush** · 12 months
- **Autodesk Maya** · 12 months
- **UV Rizom** · 12 months
- **Realism** · 12 months

Preferences

- Full-time
- No schedule
- In-house
- Remote

Languages

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

Skills

- Good UV
- Topology
- High soft skills
- ZBrush
- Работа в Команде

Contact details are available for a fee.
Details here:
<https://www.lucru.md/ro/preтури/cv>

3D Artist

About me

Hi, I'm a 3D artist who started out by teaching myself and practicing until I reached a professional level. I've worked on mobile games and later moved into studio outsourcing, where I focused on characters and sculpting. I love bringing characters to life, enjoy UV mapping, and I'm a positive, easy-going person who adds good energy to any team.

Work experience

3D Artist · Ringtail Studio · Chişinău

June 2022 - May 2023 · 11 months

- Team work, Confluence, Jira, plastic...
- Creating props for the environment.
- Character refactoring for Beyond Good&Evil.

Skills: ZBrush, Autodesk Maya, UV Rizom, Texturing, Realism, 3d Модели, Sculpting

3D Casual Character Artist · Geekon Games · Chişinău

December 2021 - June 2022 · 7 months

Created props and characters for mobile games in casual style.

Skills: Animation, Sculpting, Texturing, UV, Modeling, 3D Modeling

Desired industries

- Art / Entertainment
- Design / Web Design / Graphics

Education: Higher

Courses, trainings

Learn English with Fun: Perfect Beginner's Course

Graduated in 2024

Organizer: Udemy

Stylized sculpting from real life references in zBrush

Graduated in 2024

Organizer: Udemy

Human Anatomy for Artists using Zbrush and Photoshop

Graduated in 2024

Organizer: Udemy

Introduction to Rigging in Maya

Graduated in 2024

Organizer: NEXT_tut.

Complete Guide to 3D Animation in Maya

Currently studying

Organizer: Video School