



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

## 3D Artist

### About me

About me

I have been working in 3D for 3 years, developing a wide range of skills across modeling, texturing, animation, and rendering. My experience includes collaborations with brands such as Bobber, Möwe, and Russian artist Alesha, where I delivered high-quality 3D assets and animations for commercial and artistic projects. I am confident in handling the full pipeline — from creating models based on technical drawings to producing polished final renders and animations. This versatility allows me to adapt quickly to team workflows and contribute effectively to both creative and technical aspects of production.

Key Skills

- 3D Modeling (High-poly & Low-poly)
- Texturing, UV Mapping & Material Creation
- Retopology & Optimization for Games/AR/VR
- Rendering (Cycles, Eevee)
- Rigging & Animation Basics
- Substance Painter / Substance Designer
- Blender / CLO3D / DAZ3D
- Adobe Photoshop / Illustrator / Nuke

[www.andrewdrutse.art](http://www.andrewdrutse.art)

### Desired industry

- Design / Web Design / Graphics

### Education: Higher

#### **Saint Petersburg State University of Industrial Technologies and Design**

*Graduated in: 2024*

Faculty: Institute of information technology and automation

Speciality: Standardisation and metrology

👤 24 years

♂ Male

📍 Chişinău

💰 20 000 MDL

📷 📍 Bă

### Preferences

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

### Languages

- **Romanian** · Don't know
- **Russian** · Native
- **English** · Fluent

### Skills

- Teamwork & collaboration
- Communication skills
- Creativity & artistic vision
- Problem-solving
- Attention to detail
- Adaptability & flexibility
- Time management
- Meeting deadlines
- Critical thinking
- Self-motivation & initiative
- Ability to learn quickly