



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

## 3D Modeler

### Work experience

#### 3D Modeler (Freelance) · Upwork

*May 2021 - Present · 3 years 10 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

*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

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

- Creating individual tattoo designs for clients.

- Tattooing.

- Understanding people's needs and vision.

### Desired industry

👤 29 years

♀ Female

📍 Chişinău

💰 25 000 MDL

### TOP Skills

- **PBR** · 3 years
- **Modeling** · 3 years
- **Optimization** · 3 years
- **UV mapping** · 3 years
- **Texturing** · 3 years
- **Problem-solving** · 4 months

### Preferences

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

### Languages

- **Romanian** · Fluent
- **Russian** · Fluent
- **English** · Communication

### Skills

- Entry-level animation
- Mobile game optimization of mesh and textures
- PBR textures

- Modeling characters, weapons, props, and environment elements
- Optimized UV mapping
- Modeling high/low poly models
- Stylized and realistic texturing
- Various style modeling

- Art / Entertainment

## **Education: Secondary**

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

*Graduated in: 2016*

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

*Graduated in: 2013*