

POP CRISTIAN TECHNICAL 3D ARTIST

CONTACT

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Cluj Napoca, RO

01 PROFILE

Passionate technical 3D artist, I'm always looking for new challenges. With more than 5 years in game development and more than 10 years in 3D Art, I have strong technical knowledge of the whole game development, mobile optimizations and graphics workflow.

02 EXPERIENCE

TECHNICAL 3D ARTIST

GAMELOFT | NOV 2015 - PRESENT

Responsible for supporting art team with technical understanding, establishing workflows, shader creation, mobile optimizations, game editor improvements, lots and lots of workarounds

LEAD 3D ARTIST

GAMELOFT | FEB 2013 - NOV 2015

Responsible for team coordination, particle vfx, mobile optimisations, shaders, modeling, texturing, lighting, general animation

3D ARTIST

GAMELOFT | JAN 2012 - JAN 2013

Responsible for modeling, texturing, lighting, particle vfx, general animation

3D GENERALIST

SIRBU MEDIA | MAR 2008 - OCT 2008

Responsible for modeling, texturing, lighting, compositing, particle vfx, animation, particle systems, 2D / 3D elements for web sites

03 EDUCATION

ORADEA, RO | University of Visual Arts, Design

MARGHITA, RO | Octavian Goga, Mathematics and Informatics

04 SKILLS

High and Low Poly modeling
PBR Texture authoring, PBR workflow
Shading, Lighting and Rendering
General Animation, Visual Effects and Particle Setups
Video Editing and Compositing
Unity Shader Creation and Optimization
Unity Lighting, Visual Effects, Particles, Basic scripting

05 SOFTWARE

Autodesk 3dsmax, Adobe Photoshop and AfterEffects
Allegoritic Substance Painter and Designer, Quixel Suite
Chaos Group Vray, Cebas finalRender
Cebas thinkingParticles, ParticleFlow
Unity, Unity Particle System, Playmaker
Unity Amplify Shader Editor, Shader Forge

06 RECOGNITION

FOTO ART AND TECHNIQUE | Nufarul, RO

GOLD | International Computer Art Contest, Infomatrix 2005

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SILVER | International Computer Art Contest, Infomatrix 2007