

SUMMARY

Experienced Technical Artist with 8+ years of expertise in bridging art and technology for games, AR/VR, and interactive applications. Proficient in Houdini, Unreal Engine, and Unity, with a strong focus on procedural content creation, shader development, and pipeline optimization. Skilled in Python and VEX for automating workflows and creating scalable solutions. Proven track record of delivering high-performance assets, tools, and environments, reducing production time by 20–30%.

SKILLS

Technical Skills	Core Tools:
<ul style="list-style-type: none">• Tool Development: Photoshop (Scripting/Extensions), Unity Editor Tools (C#), Houdini Digital Assets (VEX/Python), After Effects (Expressions/Scripts).• Procedural Content Creation: Houdini (VEX, Python), procedural modeling, environment generation.• Shader Development and optimization: Shader Graph (Unity), Unreal Engine Material Editor.• Scripting: Python, VEX, C#.• Optimization: Asset optimization, LOD systems, real-time performance.• Version Control: Git, Solaris (Perforce)• Asset and Scene Structuring:: Utilizing USD for structured scene descriptions and asset layering.	<ul style="list-style-type: none">• 3D & VFX: Houdini, Blender, Substance Painter, ZBrush.• Game Engines: Unreal Engine, Unity.• High-End Renderers: Octane Render, Arnold, Redshift.• Design: Photoshop, Illustrator, Qt Designer

EXPERIENCE

Bully! Entertainment Chisinau, Republic of Moldova	June 2018 – April 2024
<div><div>• Technical Artist / VFX Artist</div><div><ul style="list-style-type: none">• Developed real-time AR/VR applications using Unity/Unreal, WebGL and three.js.• Created custom VFX pipelines in Houdini and Unity, Unreal Engine, reducing production time by 20%.• Optimized 3D assets for Unreal Engine and Unity, reducing memory usage by 30%.• Automated workflows using Python, saving 15+ hours per week.</div><div><div>Projects / Achievements</div><div>Procedural City Generator Houdini, Unreal Engine</div><div>Developed a procedural tool for generating city environments using real-world OSM data.</div><div>Reduced manual modeling time by 50%, allowing the team to focus on creative tasks.</div><div>Real-Time VFX Pipeline Niagara, VFX Graph, Houdini, Unreal Engine, Unity</div><div>Created a pipeline for real-time VFX, including smoke, fire, and explosions, using Niagara and VFX Graph.</div><div>Optimized effects for mobile platforms, achieving 60 FPS on mid-range devices.</div></div></div>	
PlatinGaming Ltd. Gzira, Malta	Apr 2016 – Oct 2016
<div><div>• 3D Generalist / Motion Graphic Designer</div><div><ul style="list-style-type: none">• Led a procedural animation project simulating dogs running across a stadium, managing the full pipeline.• Created rigs, models, and animations, optimized for real-time performance in Cinema 4D with Octane Render.• Implemented dynamic behavior systems, including camera management and procedural positioning.• Reduced rendering time by 30% through asset optimization.</div></div>	
Development Solutions ICS S.R.L. Chisinau, Republic of Moldova	Jul 2013 – Jul 2015
<div><div>• UI/UX Designer / Motion Graphic Designer</div><div><ul style="list-style-type: none">• Designed intuitive navigation structures for multi-platform applications.• Produced detailed wireframes, prototypes, and motion graphics.</div></div>	

EDUCATION

ULIM - Universitatea Liberă Internațională din Moldova Chisinau, Republic of Moldova	2005
Computer Science and Engineering <i>Incomplete due to focusing on professional career in CG art</i>	

LANGUAGES

Russian - Native

English - Intermediate (B1) / Professional Working Proficiency