Malina Boros

3D Artist **|** Game Developer **|** Web Designer

CONTACT ME

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in [LinkedIn](#)

📍 Sibiu, Romania

SKILLS

Blender

3D Modeling

Figma

UI / UX

Adobe Creative Suite
- Photoshop
- Illustrator
- After Effects
- Substance Painter

JavaScript

HTML / CSS

Unity

Git

EXPERIENCE

Add-App BV

Digital Designer · 3D Artist

September 2021 - July 2023 (1 year 11 months) · **Remote**

Main tasks
- creating 3D models
- designing 2D assets
- Unity implementation
- video editing for medical training applications
- Figma application prototypes

Total Reality - XR Solutions

3D Artist · Designer

August 2020 - January 2021 (6 months) · **Netherlands**

Worked with various clients on projects involving:
- 3D modeling, rigging and animations
- UI / UX design for various applications
- optimizing CAD models for 3D machine visualizations
- rendering and light composition (Blender, Unity 3D)
- Unity Tool scripting

EDUCATION

Saxion University of Applied Sciences

Bachelor's Degree · Game and Interactive Media Design · (2017 - 2021)