

# Curriculum Vitae

## Personal Information

**First name:** Adrian

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## Personal Skills and Competences:

### General Skills:

- Real-time asset creation (High and low poly modeling, texturing and materials)
- Scene dressing
- Self-taught
- Able to work in a team
- Passion for video games

### Technical skills (software):

- Autodesk Maya
- Adobe Photoshop
- Pixologic zBrush
- Epic Games' Unreal Engine 3/ UDK.
- xNormal
- Unity 3D
- Perforce

**Languages:** English, Romanian, Hungarian

## **Work Experience:**

- **Internship at Genius 3D: July – August 2007**

I was responsible for modeling low-poly modular environmental components for outdoor environments.

## **Professional Education and Training:**

- Game Art – self taught.
- 2013 – 2010 West University of Timișoara, Faculty of Political Sciences, Philosophy and Communication Sciences, Advertising major.