Adina Grecu • 3D Artist

About

I come from a background of Design and UX Engineering. After working as a Researcher/ Analyst in the Film and Television sector, I took the leap into a more artistic role within the Creative Industry.

I am familiar with VFX and Game artistic pipelines and I now have experience creating production-ready props. I have a strong understanding of 3D fundamentals, design principles, the creative industry and working in a professional environment.

Contact

Email

grecuadina@gmail.com

Personal Website

adinagrecu.me

ArtStation Portfolio

www.artstation.com/adinagrecu

LinkedIn

www.linkedin.com/in/adinadianagrecu/

Education

Intro to Production Modeling ,
CG Master Academy

Aug 2024 - Sept 2024, CA, USA

MSc User Experience Engineering,
Goldsmiths UoL

Sept 2020 - Sept 2021, London, UK

BA Design, Goldsmiths UoL

Sept 2017 - July 2020, London, UK

Certificates

Learn Python 3 Course
by Codeacademy

Cambridge English Level 2 Certificate
in ESOL International (Advanced)
with Grade B in Level C1

Certificate of Achievement
Digital Skills: User Experience by Accenture

Skills

3D Modeling – Maya, Blender, Rhinoceros (CAD)

3D Surfacing – Substance Painter 3D, Affinity Photo

Rendering – Arnold (Maya), Cycles (Blender), EVEE (Blender)

Video Editing – Adobe Premiere Pro, Davinci Resolve

Design – Affinity Designer, Adobe Creative Suite, Figma

Development – Knowledge of Python3 and GDscript (Godot specific)

Admin – Google/Microsoft suite, knowledge of Jira

Soft Skills – organised, self-sufficient, team player, open to constructive criticism, detail oriented, quick learner and can lead people/efforts when necessary, proactive

Previous Experience

Analyst

Ampere Analysis, London

Oct 2021 - Oct 2023

- Tracked key trends in the Global Commissioning landscape, with a focus on original content

- Researched and improved coverage of title info across Spanish and Portuguese speaking territories

- Presented research findings using appropriate data visualisation tools for internal and client-facing materials

- Produced comprehensive and accessible reports using Ampere's internal data sources (including Consumer and Financial data where available)

- Responded to client inquiries and demoed Commissioning product; provided consulting when required

UX Consultant

Bold Content Video, London

Apr 2021 - Sept 2021

- Worked with members of the company to identify potential issues with their platform, particularly SEO

- Conducted primary user research - deployed survey and interviews with users of the service

- Created tests and usability evaluations of the current website with the aim of identifying pain points in the user journey

- Identified user groups and designed a new user journey map for stakeholders

- Designed prototypes and mockups for an improved user journey using the existing design guidelines of the company

Personal Projects

"Downwell Run" – 2D Pixel Platformer written in Godot

A small mouse has to make its way down a dark well to retrieve his precious toy. The assets for the game are made in Aseprite. The first level of the game, together with the assets, were made in one week as an entry to the "2024 Beginner's Jam". The game came out in the 8th place out of 96 entries. I'm currently working towards developing new levels with more intricate mechanics.

Link to project entry: https://teacupsandtime.itch.io/downwell-run

Currently learning

- **Unreal Engine** and **Unity**, RT rendering

- Basic **motion graphics**

- In depth **texturing** for assets

- Interested in learning **Substance Designer**

- **Houdini** for procedural asset creation and simulations

Language

English – Bilingual/Native

Romanian – Bilingual/Native

Italian – Basic proficiency

French – Basic proficiency