

# 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/Game pipelines and I gained freelance experience creating production-ready props and environments. I have a strong understanding of 3D fundamentals, design principles, the creative industry and working in a professional environment.

## 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

## Skills

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

**3D Surfacing** – Substance Painter 3D, Affinity Photo

**Rendering** – Arnold (Maya), Cycles (Blender), Eevee (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

## Contact

### Email

grecuadina@gmail.com

### ArtStation Portfolio

[www.artstation.com/adinagrecu](http://www.artstation.com/adinagrecu)

### Personal Website

[adinagrecu.me](http://adinagrecu.me)

### LinkedIn

[www.linkedin.com/in/adinadianagrecu/](http://www.linkedin.com/in/adinadianagrecu/)

### Authorised to work in the US

Currently in California, US

## Certificates

### Learn Python 3 Course

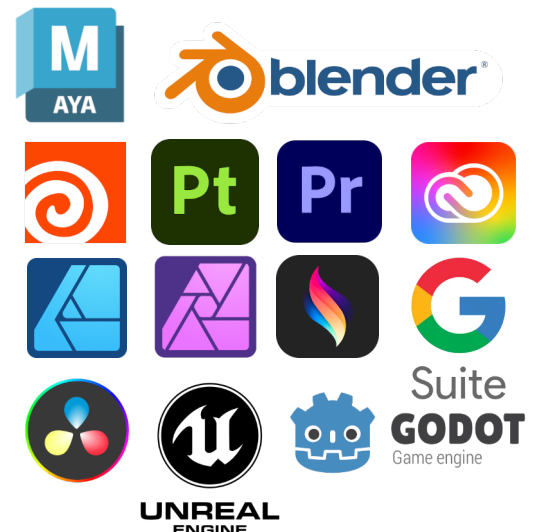
by Codecademy

### Cambridge English Level 2 Certificate

**in ESOL International (Advanced)**  
with Grade B in Level C1

### Certificate of Achievement

**Digital Skills: User Experience** by  
Accenture



# Experience

## 3D Artist/Generalist

*Freelance, California, USA – Nov 2024 - Present*

- Model, UV map, Lookdev, Light and Render assets according to specs provided by client (and/or original concept art if required)
- Optimise asset for client's needs, including performance, cross-platform support, traditional rendering and real-time
- Deliver production-ready assets with support for virtual production and in-game use of props and environments
- Communicate clearly regarding deadlines, best-practices and tailored workflows for each project

*In October 2023 I took a career break to handle moving to the United States from the UK.*

## Media Analyst



*Ampere Analysis, London, UK – Oct 2021 - Oct 2023*

- 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, UK – 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**
- 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