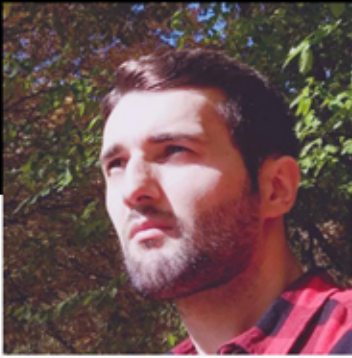




DAN ENE

LEAD 3D ARTIST



<https://www.linkedin.com/in/dan-ene-a89415173/>

<https://www.youtube.com/watch?v=Fj3kalkZDc&t=11s>

3n3dan@gmail.com

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PERSONAL

Ene Iulian Daniel

34 yrs

Portfolio

<https://www.artstation.com/danene>

<https://3n3dan.wixsite.com/danene>

Skills

Environment Art
Hard Surface Modeling
Digital Sculpting
Texturing
Lighting
Vehicle Modeling
Weapon Modeling
Level Art
Concept Art
Architecture
Car design
Traditional Drawing
Team Management
2D/3D Animation

Education

2006-2012

Spiru Haret University, Bucharest

Architecture and Urbanism

PROFILE

Lead 3D Artist, 3D environment, architecture, hard surface modeling and sculpting, texturing, painting, level design, lighting, automotive design, very good understanding of how game engines work, excellent work ethics, team player and fast learner.

EXPERIENCE

2018

● Lead 3D Artist - present

Funlabs, Bucharest

Nerf Legends, Open Country, Stranded Deep, Unturned - PC/PS4/XboxOne

Managed, trained the art and testing team, responsible for the workflows, game-engine implementation, main problem solving and creative thinking, assigning tasks and making sure about product quality.

Unannounced next generation PC/XBox/PS5 titles.

Hard surface modeling, sculpting, texturing, creation of PBR materials, level art, lighting and in-game optimization.

2017

● Senior 3D Artist

Funlabs, Bucharest

The Walking Dead Collection, Telltale Games

3D Environment, Level Art, Lighting, Character Sculpting and chores fixes inside the proprietary Telltale Tool and training the team.

2014

● Lead 3D Artist

Newrosoft, Bucharest

Ground Control Redux - Rebellion

Running with Music - Sony Music

Responsible for the most important tasks - 3D Environment Art, Vehicle Artist, Level Art, 2D/3D Animations, Character Artist, UI and Cinematics, training the team, organizing projects game engine implementation and optimization.

2012

● 3D Artist

Newrosoft, Bucharest

Various projects for iOS and Android involving major clients such as Sony Pictures Digital, Gameloft, British Telecom.

2008

● Freelance 2D/3D Artist

Various freelance commissions for different clients, created 2D,3D assets for Web and PC games development, 3D Environment Art, Vehicle Artist.

WORKSHOPS

The Global Game Jam, Romania, 25-27 January 2018,2019,2020

48 hours of ideation, art direction and game art visuals in dynamic team environment.

Renault Future of Automobile Innovation, Jun 2007 - Aug 2008

Lead Contributor, working with Chief Designer at Renault - Patrick Le Quément.

Conceptualized and delivered final presentation to workshop attendees.

SOFTWARE PROFICIENCY



3D Studio MAX



Substance Painter



Photoshop



World Machine



Marmoset



Autodesk MAYA



ZBrush



xNormal



Archicad



Autocad



Unreal Engine



Unity



Speedtree



3D Coat



Marvelous