

Adrian Ionescu

Technical Artist of 7+ year with 9 titles across 8 different game genres

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WORK EXPERIENCE

Double Eleven — Technical Artist

October 2022 - PRESENT

- **Unannounced Title:**
Create and implement interactable assets; Create shaders and support the other shader artists; Create efficient cross-discipline pipelines

Double Eleven — 3D Artist

January 2019 - October 2022

- **Unannounced title:**
Create cross discipline pipelines; Write tech documents to propose solutions for lighting, materials or in-engine tools; Wrote documentation for the different pipelines; Assisted in onboarding new staff
- **Minecraft Dungeons:**
Environment, prop art and lighting passes on levels; Made and implemented interactable assets; Was the main contact for all things relating to technical art on the project;

VooFoo Studios — 3D Artist

September 2017 - December 2018

- **This Is Pool**
Was in charge of creating several levels and all of the real-time props needed for them. As well as setting render targets to achieve.
- **Canceled Title**
Designed and created hero assets and environments as well as implemented them in-game
- **Canceled Title**
Was in charge of creating real time meshes and PBR textures based on scanned assets.

VooFoo Studios — Contract 3D Artist

April 2016 - June 2017

- **Mantis Burn Racing**
I was responsible for designing and creating the vehicles for the base game and DLCs.

SKILLS

Autodesk Maya - *Expert*

Autodesk 3ds Max - *Advanced*

Maxon Zbrush - *Intermediate*

Adobe Photoshop - *Advanced*

Substance Designer -
Intermediate

Substance Painter -
Intermediate

Unreal Engine - *Advanced*

Unity Engine - *Intermediate*

Perforce / Git / SVN -
Intermediate

Software

Real-time asset creation

Advanced knowledge of
Blueprints

Advanced knowledge of
Shader Creation

Intermediate knowledge of
rigging

Skilled communicator across
disciplines

Intermediate level and quest
design knowledge

A good understanding of
systems used by Production

Symmetric Studios — *3D Artist*

August 2015 - March 2016

➤ **Canceled Title**

Created low poly assets of real life historical structures using limitations of 1000 triangles and 1024 textures for a mobile app.

Deep Byte Studios — *Freelance 3D Artist*

February 2015 - July 2015

➤ **Vertigo Racing**

Created all the vehicles in the game, as well as shaders optimized for low spec smartphones.

Beast Studios — *Intern 3D Artist*

March 2010 - April 2010

➤ **Canceled Title**

Made props for hidden object games.

Genius 3D — *Intern 3D Artist*

February 2007 - July 2007

➤ **Canceled Feature Animated Film**

Created background props for set dressing

PERSONAL SECTION

I'm a technical artist with over 7 years in the games industry. I've worked across 8 game genres over 9 game titles. During my time in the industry, I've learned a wide variety of skills from different disciplines, from environment and prop art, level design and quest implementation, making me a good all-round solution. It also gives me the flexibility to adjust to the requirements of the projects and assist in supporting the skills of the team.

I'm a big fan of narrative media, so I watch a lot of movies, Tv shows, anime and games. I'm a big fan of horror, although I will watch and play whatever looks interesting. My favourite games are Persona 4, Nier Automata, Gravity Daze 2 and The Last of Us. When playing multiplayer games, though, I prefer the healer class. I also have a sizable vinyl collection that is ever-growing. During winter, I enjoy going snowboarding.