

Adrian Ionescu

Technical Artist of 10 years in the industry with 13 titles across 10 different game genres

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WORK EXPERIENCE

Warp Digital — Technical Artist

July 2023 - Present

- **Completely Stretchy:**
Environment art; Lighting; Create shaders; Visual optimization; Render Feature coding; Animation
- **Dune Awakening:**
Assist in optimizing volumetric clouds; Shader Creation; Performance testing and optimization; VFX

Double Eleven — Technical Artist

January 2019 - June 2023

- **Unannounced Title:**
Environment art; Lighting; Create shaders; Improve art pipeline; Create in-engine animation tooling; Assisted in onboarding new staff
- **Red Dead Redemption (Switch / PS4 port):**
Create and implement assets; Assist in creating pipelines for improving art assets
- **Prison Architect 2:**
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**

Software

Autodesk Maya
Autodesk 3ds Max
Maxon Zbrush
Adobe Photoshop
Substance Designer
Substance Painter
Unreal Engine
Unity Engine
Perforce / Git / SVN
C#
HLSL

Soft Skills

Tech documentation writing
Mentoring & supervising juniors
Strong organizational skills, splitting time effectively between asset creation, leadership and feedback
Experienced at improving and developing art workflows
Detail oriented, while taking into account the bigger picture

Hard Skills

Advanced knowledge of

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.

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

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

PERSONAL SECTION

I'm a technical artist with over 8 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.