

ALEXANDRA DOGARU

3D Environment Artist

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Software

3ds Max, Maya, Softimage|XSI, ZBrush

Photoshop, xNormal, nDo2

Mudbox, Substance Painter, Substance Designer, Marvelous Designer

Unreal, Unity, Marmoset Toolbag

Work experience

Relevant

June 2014 - present

Instructor – Digital Environments, SAE Institute Bucharest, Romania

Guiding the students in taking the first steps in the video game industry, by teaching the basics of modeling and texturing using ZBrush, 3ds Max and Photoshop.

August 2014 – April 2016

3D Environment Artist, AMC Pixel Factory, Romania

Modeling and texturing video game assets for the various projects that the studio is involved in. Among the released titles I had the pleasure of working on are *Ride* and *Rift*. Others are still in production.

March – June 2014

3D Artist, Rightware, Finland

Short term contract. Concepting, modeling assets and level building for an unannounced project.

August – December 2013

QA Tester, Electronic Arts, Romania

Short term contract. Lending a hand in testing *Battlefield 4*, *NFS Rivals* and *Sims 4*.

June 2013 – January 2014

Environment Modeler, Ultimate Eclipse Studio

Modeling assets for the game *Drifters: Prophecy and Destiny* (currently on-hold).

November 2012 – January 2015

Senior Environment Artist, Mojo Game Studios

Modeling assets for the game *Aderyn's Cradle*, to be released in 2016-2017.

June 2011

2D Collaborator, Captain Backwater, Intermedia Ware

Contributed a few renders of one of my personal projects to be used as background images for the game menus. *Captain Backwater* was released in October 2011.

October 2006 – March 2007

Editor, Gaming Reviews, Softnews Net (softpedia.com), Romania

Tested and reviewed the PC games of the moment, wrote walkthroughs and tips on present and past games and occasionally news articles. The reviews got thousands of hits, contributing to Softpedia getting into top 500 websites according to Alexa traffic rankings.

Other

In June 2014 became a member of *Uniunea Artistilor Plastici din Romania* (Romanian Artists' Union), *Multimedia* section.

In 2013 *Aderyn's Cradle*, one of the games I collaborated on, placed 5th in the Top Upcoming Games on IndieDB.

In July 2012 received a Daily Deviation on Deviant Art for one of the renders of my Pirate Ship project.

In July – August 2010 entered the 3D UPB Workshop as 3D artist and was part of the winning team of the competition themed Space Habitats.

During an Open Days event in 2010 was a teaching assistant in the Visual Effects Workshop held at Think Tank Training Centre.

Other jobs and tasks included volunteer beta game tester for Gamezeebo, Romanian/English translator, Mathematics and English private tutor, IT manager and system administrator, manager assistant and sales person.

Education

2010 - 2012

Think Tank Training Center, Vancouver, Canada
Computer Animation, Visual Effects and Game Design
Mentorship program focused on environment modeling

2008 - 2009

Pacific Audio Visual Institute, Vancouver, Canada
Game Design & 3d Animation

2006 - 2008

Technical University, Bucharest (UPB), Romania
Master's Degree - Management of Virtual Enterprises

2005 - 2007

University of Bucharest, Romania
Computer Science – Mathematics and IT (not graduated)

2001 - 2006

Technical University, Bucharest (UPB), Romania
Bachelor's Degree - Economical Engineering

About myself

I am very passionate about, motivated and dedicated to modeling environments and props for video games. I don't get much time to play lately, but I do love them. I am a serious, ingenious person and work well under pressure, comfortable working and communicating in a team environment. I believe that doing the thing you like best is the only way to reach your full potential and give 100% on the job.

My goal is to help the team get from concept art to the desired game-ready environments and props by efficiently creating the necessary low and/or high poly models, UV layouts and textures. Can quickly adapt to fit project style, genre or workflow as well as time and budget limitations. I am organized, hardworking, detail oriented and always eager to learn and improve my skills set.

In my spare time, I enjoy traveling and reading. Science and technology, science fiction and fantasy are my muses.