

Emanuel Tamaş

CGI Artist with a focus on optimized PDM delivery.

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EXPERIENCE

CGI Artist Data Model Specialist at Burrows London, Jan 2017 - Present

Part of the PDM team, taking responsibility for a number of projects of varying scales, for blue chip clients like Ford ([The New Focus](#)), McLaren ([P15 Senna](#)) or Aston Martin ([DBS Superlegerra](#)), ensuring that the Master Files, textures and renders are delivered on time and at the highest quality.

In the past year I took the responsibility to single-handedly deliver the PDM of Ford's 2020 [Kuga/Escape](#), processing the CAD data, creating the 3ds max Master file, materials, hard surface modeling, the variants and material zone sets for all global markets. Had meetings with Ford Designers in both Dunton, UK and Cologne, Germany in order to discuss the model's specifications for the European market, which I helped translate directly into the upcoming Kuga Configurator.

Illustrator, Self- Employed Bucharest (2010 – 2015)

For a long period I have worked as a Freelance illustrator and 3D Artist for different publishers and have managed to put my name beside a number of titles, mainly children's books.

SKILLS

Rhino

Maya

3DS Max

VRay

Substance Painter

Substance Designer

Photoshop

Zbrush

LANGUAGES

Romanian

English

Italian

EDUCATION

2015 - 2016 - **MA 3D Computer Animation, graduated with Distinction**
Bournemouth University, United Kingdom

[Student Showreel](#)

2008 - 2010 - **MFA Advertising Graphics**
“George Enescu” University of Arts , Iasi, Romania

2005 - 2008 - **BFA Visual Arts**
“George Enescu” University of Arts , Iasi, Romania

QUALIFICATIONS

Processing CAD data and creating the 3D Master Files, overseeing the folder structure, material creation such as carpaints, fabrics and leathers, working closely with references to produce the appropriate maps.

Using Maya to create soft model surfaces and unwrapping the UV maps.

Creating product checking PDFs, updating the zone states, variants and preparing the Master Files for animation, imagery and Unreal Engine.

HOBBIES

Video Games - Ever since I played my first console game when I was a kid, it has been my passion.

Travelling – So far I’ve been to 14 countries and made it one of my life’s goals to see as much of this world as I can.

Reading - It’s like watching a movie where you’re the cinematographer. What’s not to like?