

EMANUEL TAMAS

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SUMMARY

3D Artist with a focus on poly-optimized vehicle and character modeling and texturing.

EXPERIENCE

Self- Employed, Bucharest

- (2013 - 2015) For two years before joining Bournemouth University's Masters Course I amassed 3D experience working as a hard surface modeler for various clients. I mainly focused on vehicle assets, but I had done architectural structures as well as props.
- (2010 - 2015) For a number of years I have worked as a Freelance illustrator for different publishers and have managed to publish a number of titles, mainly children's books. I have also created fantasy illustrations for various clients from all over the world and during the same period I worked as a Designer creating logos, website templates, posters etc.

EDUCATION

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

- Bouncing Ball animation project
- Vehicle Modeling and texturing project
- Group project involving a short story animation, responsible for character design, modeling, retopology, texturing and animation
 - Scripting and compositing assignments
 - Analytical Breakdown of a character design and an individual research project
 - Gaming Character Design, Modeling, Texturing and Animation project

SKILLS

- Zbrush
- Maya
- 3DS Max
- Substance Painter
- Mari
- Photoshop
- Illustrator
- Nuke
- After Effects

REFERENCES

Adam Twycross
Lecturer at NCCA
atwycross@bournemouth.ac.uk

LANGUAGES

Romanian - Native
English - Fluent
Italian - Fluent

EDUCATION (continued)

2008 - 2010 - **MFA Advertising Graphics, 9,42/10**
“George Enescu” University of Arts , Iasi, Romania

2005 - 2008 - **BFA Visual Arts, 9,03/10**
“George Enescu” University of Arts , Iasi, Romania

QUALIFICATIONS

- Good understanding and appreciation of structure and silhouette in respect of modeling, resolution of assets in relation with the world scale and very good mesh topology skill.
- Trained eye for details in creating and manipulating texture maps for shader passes such as diffuse, normal, specular etc. and keen understanding maximizing space in the UV layout.
- Awareness of the cost of a game asset relative to the target engine requirements in regards to polygon counts and texture sizes.
- While studying in Bournemouth I have also cumulated experience in key-framed animation, lighting, rigging and working with Unreal Engine 4.

HOBBIES

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

Travelling – I have visited many countries within Europe’s borders and plan to see as much of this world as I can.

Fitness - I have a certificate as a personal trainer that I acquired during High School, and it is something I try to do as often as possible.

Reading - There is nothing like getting lost in the story of a good book.