Emanuel Tamaş

CGI Artist focused on 3D model delivery and Imagery.

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EXPERIENCE

Senior Data Preparation Artist at Jaguar Land Rover, Apr 2020 – Present

Being part of the Digital Assets Group Production team at JLR, I have been tasked with generating high quality fully configurable 3D visualization models, representative of our client's products to support a variety of internal and external costumer facing CGI content creation use cases. Delivery of modeled content to cater for Commercial, Marketing and cross-functional costumer facing use cases. Maintaining and adapting internal processes to improve efficiency and quality of the models delivered by the department.

CGI Artist Data Model Specialist at Burrows London, Jan 2017 – Apr 2020

Tackling projects of varying scales, for blue chip clients like Ford ([Focus, Kuga](#) and [Escape](#)), McLaren ([P15 Senna](#)), Aston Martin ([DBS Superlegerra](#)) and Volkswagen. Processing the CAD data, creating the 3ds Max Master file, materials, hard surface modeling, the variants for all global markets. I have also focused on optimizing the models, in order to import them in Unreal Engine. Traveled and met with Ford Designers in Dunton, UK and Cologne, Germany in order to discuss the model specifications, which I helped translate directly into the configurators.

SKILLS

Maya

Rhino

Deltagen

3DS Max

Unreal Engine 4

VRay

Substance Designer

Photoshop

Zbrush

LANGUAGES

Romanian

English

Italian

Illustrator, Self- Employed
Bucharest (2010 – 2015)

For over 5 years I have worked as a Freelance illustrator for multiple publishers.

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

3D scene management, CAD optimization and preparation using Rhino and Deltagen, UV implementation, feature code configuration and delivering the 3D Files making sure the rigging worked flawlessly ready for animation, imagery and Unreal Engine.

Creating imagery using VRay and UE4. A good understanding of shading, lighting and rendering techniques.

Creating materials, such as carpaints, leathers or fabrics, working closely with references to produce the appropriate maps.

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

HOBBIES

Video Games – If you're talking The Elder Scrolls, Dragon Age, The Witcher, Gothic or any story driven RPG, you're talking my language.

Sport and fitness –As a kid, I was selected for the National Baseball team, representing my country at The European Championship. Ever since I always try to be active.

Travelling – So far I've visited 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?