VALENTIN NADOLU

3d vehicle and environment artist

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Current status: immediately available for remote work.

Personal Summary:

I am a self-taught 3d artist with over 10 years experience in both managing teams of artists and creating high quality 3d vehicle and environment assets for both games and film.
I'm very passionate and knowledgeable about vehicles of all shapes and sizes.
I also teach other people the art of 3d modeling and texturing for games.

Skills:

Art/Technical:

- High resolution modeling using polygon tools or nurbs surfaces.
- Proficient in translating photos and concepts into high fidelity 3d models.
- Able to create an optimal 3d model for ingame use with efficient Uvs.
- Versatile in texturing techniques in both Photoshop and procedural texturing packages.
- Very good technical understanding of real time rendering engines.
- In depth technical knowledge of how normals, tangents, shading algorithms work and how each software package and mainstream game engine differ in these regards.
- Able to create perfectly synced normal maps no matter the software package or target rendering engine.
- Up to date to the latest techniques including PBR texturing, shading and rendering ,including procedural texturing.
- Script creation in Maya's MEL and Python.

Software:

3D: Autodesk Maya, Autodesk 3ds Max.
2D: Adobe Photoshop, Allegorithmic Substance Designer and Painter, Quixel Suite.
Baking: xNormal, Crazybump, Allegorithmic Bitmap2Material.
Rendering: mental Ray, Marmoset Toolbag 2, Keyshot.
Engines: Unity, Unreal Engine 4

Personal:

- Continually seeking to improve my knowledge of 3d art for games and spreading the information to others by teaching. I love adding detail and realism to my work.
- Able to work under pressure and find the most efficient and creative ways to work around technical limitations and meet deadlines.
- Very good grasp of English and the subtleties of communication in western culture.
- Solid public presentation skills in both Romanian and English.
- Teaching, academic interaction with students.

Career History:

Lead Artist
INDG, May 2015 - August 2016

I was in charge of the low poly asset creation for the Yamaha My Garage apps which INDG is building from Yamaha Europe as well as the Honda Africa Twin augmented reality app.

Duties:
- Creating high quality 3d motorcycles to be used for the Yamaha's My Garage and the Honda Africa Twin AR apps:
  - Low poly (~200.000 triangles) optimized models with Uvs for use in Unity.
  - Texture baking and creation using Maya, xNormal, Photoshop, Substance Designer and Painter.
- Developing the pipeline necessary to transform a high resolution model usually used to render studio shots into a model usable in Unity.

- Creating the asset-side project structure from geometry budgets to material and texture setup taking into consideration mobile platform limitations: restrictive memory limits.
- Translating the client requirements regarding bike configurations and swappable parts into the most efficient setup possible in Unity using prefabs, shared and unique shader and textures.
- Coordinating the team by ensuring each artist understands the provided documentation, deciding asset assignments based on difficulty and artist experience.
- Providing QA for the team, making sure everything follows the technical guidelines.
- Evaluating each artist and providing training for low poly asset pipelines, UV creation and advanced texture baking techniques using Substance Designer.
- Writing scripts and researching new pipeline ideas that help optimize workflow.
- Creating a pipeline that use both 3ds Max and Maya and 3d programs used to create the 3d models while insuring full interoperability between the two programs and Unity when it comes to geometry, UVs and baked textures.

Lead Vehicle Artist
AMC pixel factory, June 2013 - December 2014

I was charge of the Vehicle Team working for some of the biggest multi-platform AAA titles.

Duties:
- Creating high quality 3d assets of vehicles and environments:
  - High resolution models based on either real world objects or concepts.
  - Ingame optimized models with Uvs.
  - Texture baking and creation using Maya, xNormal, Photoshop, Substance Designer, Quixel dDo.
- Coordinating the Vehicle Team by ensuring each artist understands the provided documentation, deciding asset assignments based on difficulty and artist experience.
- Providing a communication bridge between the in-house artists and the off-site clients.
- Solving technical and artistic issues that arise during the typical 3d game pipeline.
- Providing QA for the Vehicle Team before submitting assets to the client, making sure everything follows the client's artistic and technical guidelines.
- Evaluating each artist and making sure everyone is on the same quality level.

- Writing scripts and researching new pipeline ideas that will help optimize workflow.
- Researching and presenting new technologies such as Substance Designer and Quixel dDO to the entire graphics department.

Project Manager
AMC pixel factory, July 2011 - June 2013

My main job was planning the tasks for the entire art team and making sure everything goes according to the schedule as well as acting as the main link between AMC and the client.

Duties:
- Using the provided asset lists with time estimates to plan the work ahead for multiple projects and art teams using Microsoft Project.
- Updating the schedule on a daily basis by using the data logged by each artist the day before.
- Resolving planning issues (late/advanced assets, mid-project changes) by consulting with each department's lead artist and the producer.

In my spare time I still act as a consultant to the team on technical aspects of 3d modeling in Maya, scripts, plugins and pipeline ideas.

Lead Vehicle Artist
AMC pixel factory, May 2005 - July 2011

I was promoted to Lead Vehicle Artist shortly after being hired while working on Test Drive Unlimited.

Duties:

Creating high quality 3d assets of vehicles and environments:
- High resolution models based on either real world objects or concepts.
- Ingame optimized models with Uvs.
- Texture baking and creation.
- Coordinating the Vehicle Team by ensuring each artist understands the provided documentation, deciding asset assignments based on difficulty and artist experience.
- Providing a communication bridge between the in-house artists and the off-site clients.

- Solving technical and artistic issues that arise during the typical 3d game pipeline.
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- Evaluating each artist and making sure everyone is on the same quality level.
- Writing scripts and researching new pipeline ideas that will help optimize workflow.

Notable projects while working at AMC pixel factory:

- Ride, Milestone
- MotoGP 2014, Milestone
- Call of Duty: Ghosts, Infinity Ward
- Resident Evil: Damnation, Brilliant Colors
- Sniper 2: Ghost Warrior, CI Games
- Sniper Elite V2, Rebellion Games
- Darkness 2, Digital Extremes
- Entropia Universe, Mindark
- Split Second, Blackrock Studios
- Pure, Blackrock Studios
- Test Drive Unlimited, Eden Games
- Test Drive Unlimited 2, Eden Games
- Tron: Evolution, Propaganda Games
- Dead Rising 3, Capcom
- Mercenaries 2: World in Flames, Pandemic Studios
- The Saboteur, Pandemic Studios
- Unreleased Batman game, Pandemic Studios

Published Tutorials:

- [Next Gen Vehicle Creation for 3dTotal.com, 2009](#)

Photoshop Experience:

Owner of [unlikelyDrop.com](#), Virtual Tuning

A blog about contemporary car tuning that promotes rare cars that are not the usual subject of modification. The blog contains original renders made by me both in Photoshop, 3d or a combination of both.

Teaching Experience:

1. *University Politehnica of Bucharest, Faculty of Automatic Control and Computer Science, 2012-current*

Consultant on the Course titled "Tehnici de modelare 3d" (en: 3d Modeling Techniques) for the Computer Graphics Masters of Science study program with Prof. Alin Moldoveanu.

Duties:
- Teaching students Autodesk Maya and the typical 3d games asset creation pipeline. Each year there are 14 sessions, 3 hours long each in the form of a workshop.
- Evaluating work based on technical procedures and consulting the course's teacher on final grades.
- Grading.

2. *Bucharest SAE Institute, 2014-current*

Teaching courses for the Animation and Game Design Diploma:
- Introduction to Autodesk Maya
- Introduction to Procedural Texturing in Substance Designer.
- Introduction to Lightning and Rendering using Marmoset Toolbag 2 and mentalRay for Maya. (2014-2015)
- Introduction to Unreal Engine 4 (2016)

Duties:
- Teaching students Autodesk Maya and the typical 3d games asset creation pipeline including procedural texturing over the course of two semesters.
- Evaluating student's work based on technical and artistic abilities.
- Grading.

Education:

- Masters Degree in Physics Engineering: Lasers and Optical Systems from University Politehnica of Bucharest, Faculty of The Faculty of Electronics, Telecommunications and Information Technology. 2003-2009
- Everything else is self-taught and internet researched.

References:

Available on request.