

Laurentiu Raicu

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3D artist with more than 15 years experience in gaming and film industries. 3D modeling, texturing, lighting, rigging, animation and rendering, scripting in Blender and Maya Python API

Working Experience

Asset Management Specialist, Ubisoft

2024 – present / Bucharest, Romania

Automate backup processes with a wide range of Python APIs

3D artist, Maximum Entertainment

2023 – 2024 / Bucharest, Romania

Modeling and texturing assets for two AA projects, Mud Fest and [Maximum Football](#).

Senior 3D artist, Holotech Studios

2018 – 2022 / Bucharest, Romania

Modeling, texturing, rigging and animation for 3D avatars for [Animaze](#), developed tools in Python for Maya for our 3D production team. I also held an introductory Python for Maya course for my team.

Senior 3D artist, Lemon Sky Studios

2014 – 2017 / Kuala Lumpur, Malaysia

Modeling and texturing characters, props and environments, lighting for projects among which [Gears of War: Ultimate Edition](#) and [Dark Souls III](#).

Senior 3D artist, Spaceton Media Hub Sdn

2010 – 2014 / Ipoh, Malaysia

Modeling and texturing for characters, props and environments, scene layout, lighting and rendering

for [Mantera](#), Maouia, princess of Cordoba, [Mia](#), [Cook and sheep](#).

Senior 3D artist, shock3D! Sdn. Bhd.

2008 – 2010 / Kuala Lumpur, Malaysia

Modeling and texturing for characters, props and environments, hair and fur setup, scene layout, lighting, rendering for [Alamaya - the garden of beautiful creatures](#) tv series.

Graphic Designer, Funky Business

2006 – 2008 / Bucharest, Romania

BTL advertising, art direction and graphic design

Web/UI Designer, Clausbrick Holdings

2004 – 2006 / Bucharest, Romania

Web design, identity and UI design

Concept artist, IMP Decor RockWorks

2003 – 2004 / Tunis, Tunisia

Sketches and 3d models for domestic and international clients in the water parks industry - AIESEC traineeship

Colorist, Dacodac Studio

2002 – 2003 / Bucharest, Romania

Background color treatment for tv series cartoons produced in collaboration with Millimages, France ("Pigeon Boy" and "Jasper - Journey to the End of the World")

Education

University of Economic Studies, Bucharest, Romania / 1997 - 2001

Summary of skills

Maya, 3d Studio Max, Plasticity, Fusion360, Inventor, Zbrush, Mari, 3D-Coat, Substance Painter, Photoshop, Illustrator, AfterEffects, Premiere, Soundbooth, Marvelous Designer, VUE
Python, Maya Python API, Blender Python API, MQL4
HTML, CSS, Javascript, PHP, MySQL
English, French

Hobbies

drone filming / playing music (drums, guitar) - struggling intermediate / [3D printing](#) / video games / MTB / motorcycling / forex market enthusiast - scripted [scrappers](#), [market news analysis](#) and [robots](#) for auto trading / [langchain](#) adventurer