

Paul Tosca

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Experience

August 2006 - present

Penumbra Studio

3D artist

- modeling / texturing for games : from concept art to ingame models (concept,high and low modeling, texturing) including the whole range from realistic models to scy-fi /fantasy characters,vehicles,weapons and other props
- digital reproduction (modeling and texturing) of military vehicles for computer-based triaining simulations
- worked with maya (modeling / uv maping / shading / rendering), zbrush/mudbox (sculpting, normal map generation) , photoshop (texturing,drawing), painter (drawing)

January 2005 – August 2006

AMC Studio (www.amc.ro)

character artist

- modeling (both low and hig poly) and texturing characters and vehicles for PC and Xbox360 games
- worked with maya (modeling / uv mapping), photoshop (texturing) , zbrush (high poly - normal map generation)
- worked on -Mercenaries 2:World in Flames
-Gods & Heroes: Rome Rising MMORPG

Skills

- core skills : character , hard surface and architectural modeling , uv mapping and texturing , high poly sculpting , normal mapping
- computer graphics software :
 - extremely proficient with photoshop (drawing , texturing ,retouching)
 - maya (modeling/ mapping/shading/rendering)
 - zbrush / mudbox (sculpting , normal map generation)
 - painter (drawing)
- proficient with windows and linux
- technical savvy
- communicative and able to work in a team
- able to learn new things in a short amount of time
- highly motivated and passionate about my work
- foreign languages:English

Education

Graduated "Politehnica" University - Bucharest , Automatic and Computers Faculty : Computer science department (2001-2006)