



**VLAD
CODOR**
3D/2D Digital Artist

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ABOUT ME

My name is Vlad and I am passionate about good design, 3D modeling and CG visualization. I have 9 years experience in several artistic mediums with a focus on 3D in the last 3. I am driven and looking forward to new projects. I'm confident to provide the creativity, qualified works and problem-solving skills you are looking for.

Date of birth: 05/17/1980

Nationality: Romanian

Sex: Male

EXPERIENCE

FREELANCE

Various | Feb 2015 - Present

Worked with several local and long distance companies and developed graphic solutions for both print and digital format.

Work includes: posters, online and print flyers, photo-retouching, newspaper advertisements, restaurant menus, logos, branding and promotional materials.

Consistently recognized for fresh and innovative ideas while working within deadlines and budget requirements.

Developed, revamped, and reformatted advertisements from local business for publication.

GRAPHIC DESIGNER/ PHOTO/ 3D GENERALIST

AZ Bohemian Glass, BK, NY | Apr 2011 - Aug 2015

Designed new, on-brand visual elements focusing on messaging and brand.

Revamped and refreshed company stationery, catalogues, banners and posters.

Lightbox photography, editing and retouch inventory images for 2 e-commerce websites.

Introduced and implemented 3DS Max software as a solution for creating photoreal inventory and prototyping new items.

Recommended and consulted with sales and marketing depts. on the most appropriate graphic design options based on their overall marketing goals.

Consistently recognized for fresh and innovative ideas and applications.

2D/3D DESIGNER

Valerius Designs / Legendary Panels, Boston, MA | Jan 2009 - Mar 2010

Worked remotely with Boston based construction and manufacturing companies.

Work included Web Design, update, maintenance, corporate identity, brochures and promotional materials.

Modeled and presented construction panels with 3D renderings and animation, in various stages of production as well as finished product.

Closely worked and coordinated with both teams via phone-conference.

3D MODELING/TEXTURING / PHOTOGRAPHY / GAME DESIGN

Hunter College Media Dept. Prof. Tim Portlock (NYC) | Jan 2008 - Mar 2009

Worked closely within a team of 12 to create a virtual 3D walkthrough of 1920's Bronx.

Responsible for photographing buildings, editing and extraction of textures as well as modeling, texturing and animating various 3D buildings and props to be used in the project.

Based on work and results, I was later assigned to optimize and integrate all the team's 3D models in TORQUE Game Engine.

EDUCATION

BA Communication and Media Studies (in progress) | Hunter College NYC
Jun 2006 - Sep 2011

Baccalaureate Degree | Adi Sincai Highschool | Cluj-Napoca, Romania
Sep 1997 - Sep 2001

SOFTWARE SKILLS

3DS Max	Vray
Photoshop	Corona
Illustrator	Marv. Designer
MudBox	InDesign
MS Office	AutoCAD