



CEBAN

2024

SANDU

3D ARTIST

sandu.cnb@gmail.com

Roma, Italy  
+39 38 8143 6699

EDUCATION

|                                                                                      |           |
|--------------------------------------------------------------------------------------|-----------|
| <b>Industrial Design</b><br>Sapienza, University of Rome<br><b>Bachelor's Degree</b> | 2017-2021 |
| <b>PBR Character for Games</b><br>course by<br><b>Pierick Picault</b>                | 2022      |
| <b>Advanced Stylized Character Art for Games</b><br>course by<br><b>CGMA</b>         | 2024      |

EXPERIENCE

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| <b>3D Artist</b><br>in The Sandbox's Creator Fund<br><b>almost 2 years of experience</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | 2021-2023 |
| During the Sandbox experience I had a role as a 3D Generalist. In this game project the 3D artists were also Concept artists because we monthly received a prompt or a theme and based on that we had to design and model 3D assets. I also did some animations and tested them in their Game Engine. The job essentially was scheduled weekly: during the first step we came up with a concept based on the theme, after that there was a day (or two) of reviewing the assets, artistically and technically, and then we were moving on with the final texturing and minor adjustments. |           |
| <b>3D Art Bootcamp</b><br>experience with<br><b>Art Heroes</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | 2023      |
| This one was a really fun full immersion of two weeks in a 3D asset creation with the Art Heroes community and their mentor. We had to model, texture and rig/pose a Stylized Cartoon Character within those weeks, then render it and submit the project to the mentor. I challenged myself with an anthropomorphous Bee Queen standing on a giant leaf.                                                                                                                                                                                                                                 |           |
| <b>Graphic designer</b><br>Luminor srl<br><b>1 year of experience</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 2024      |
| In this job I worked as an Advertising graphic designer for some Rome based businesses but the job was actually also physical 'cause I used to design their brand identity and also print and craft the final version of the digital project.                                                                                                                                                                                                                                                                                                                                             |           |

ABOUT ME

- Sci-fi novels, classical, manga
- Calisthenics and bodybuilding
- It makes me clear my mind
- Story driven adventures

- 3D modeling
- 3D sculpting
- 2D concepts
- Graphic design
- Product design
- Video editing

- blender
- ZBrush
- Substance Painter
- Marmoset
- Keyshot
- Photoshop
- Illustrator
- InDesign

https://sanduceban.com/3Dportfolio  
https://artstation.com/salhell

ONLINE  
PORT  
FOLIO

SKILLS

SOFTWARES