



Europass Curriculum Vitae



Personal information

First name / Surname

Vlad Buda

Address

6A Vasile Goldis street, 510209, Alba Iulia, Romania

Current Address

Couwenhoven 6533, 3703 HT Zeist, The Netherlands

Telephones

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E-mail

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Website

www.ahriman3d.wordpress.com

Nationality

Romanian

Date of birth

31.08.1987

Gender

Male

Desired employment / Occupational field

3D Artist

Work experience

Dates

June 2008 - October 2008

Occupation or position held

3D artist, animator, texture artist, technical artist

Main activities and responsibilities

Project "The circuit of the three fortresses" financed by the National Cultural Fund Administration

www.afcn.ro

- *Modelling and texturing roman buildings (barrack, granary, temple, gate)*
- *Lighting and optimizing the environment scene for rendering*
- *High quality rendering and final compositing for educational short movies*

Name and address of employer

"1 Decembrie 1918" University, 13 Nicolae Iorga street, 510009, Alba Iulia, Romania

Type of business or sector

Contract work

Dates

May 2008 - July 2008

Occupation or position held

Instructor

Main activities and responsibilities

Workshop organized by Lect. Phd. Ovidiu Domşa of "1 Decembrie 1918 University"

- *Teaching a group of 10 students Autodesk Maya 2008*
- *Providing course material*

Name and address of employer

"1 Decembrie 1918" University, 13 Nicolae Iorga street, 510009, Alba Iulia, Romania

Type of business or sector

Education

Dates

February 2008 - May 2008

Occupation or position held

3D artist, animator, texture artist, technical artist, special effects artist

Main activities and responsibilities

Project "Discover Urban Archaeology! Apvlm 2007" financed by the National Cultural Fund Administration www.afcn.ro

- *3d reconstruction of a roman public building*
- *Modelling and texturing a roman building*
- *Rendering and compositing for an animation movie*

Name and address of employer

"The National Museum of Union", 12 Mihai Viteazu street, 510010, Alba Iulia, Romania

Type of business or sector

Contract work

Dates March 2007 - October 2007
 Occupation or position held 3D artist, technical artist, texture artist, animator
 Main activities and responsibilities Project "3D Virtual Museum " financed by the National Cultural Fund Administration www.afcn.ro
 - Developing a virtual reality system with a team of 4 students and 3 professors
 - Modelling and texturing roman buildings (low polygon models)
 - Modelling, texturing and animating roman characters
 Name and address of employer "1 Decembrie 1918" University, 13 Nicolae Iorga street, 510009, Alba Iulia, Romania
 Type of business or sector Software Development / Computer Graphics

Education and training

Dates 2009 - present
 Title of qualification awarded Master's Degree in Game and Media Technology
 Principal subjects Game Design, 3D Modelling, Virtual Worlds, Computer Animation
 Name and type of organisation providing education and training Utrecht University, 3508 TC Utrecht, The Netherlands, www.uu.nl

Dates 2006 - 2009
 Title of qualification awarded Bachelor's Degree in Computer Science
 Principal subjects Computer Graphics, Computer Programming, Mathematical Analysis, Artificial Intelligence
 Name and type of organisation providing education and training "1 Decembrie 1918" University, 13 Nicolae Iorga street, 510009, Alba Iulia, Romania www.uab.ro

Dates 2002 - 2006
 Title of qualification awarded Baccalaureate diploma
 Principal subjects Algebra, Geometry, Mathematical analysis, Informatics
 Name and type of organisation providing education and training Apulum Technical High School , 2 Gheorghe Pop de Basesti street , Alba Iulia, Romania

Personal skills and competences

Mother tongue Romanian

Other language(s)

Self-assessment

European level (*)

English

Understanding				Speaking				Writing	
Listening		Reading		Spoken interaction		Spoken production			
C2	Proficient user	C2	Proficient user	C2	Proficient user	C1	Proficient user	C2	Proficient user

(*) [Common European Framework of Reference for Languages](#)

Certificate TOEFL Internet Based Test Score: 107 Date: 13.03.2009

Social skills and competences - Ability to adapt to multicultural environments, gained through my studies abroad;
 - Good communication and presentation skills gained through conference presentations;

Organisational skills and competences - Team work (I have been a project coordinator for 4 big projects);
 - Able to meet deadlines, prioritize tasks;
 - Flexible team/autonomous worker;
 - Sense of organization (responsible for project budgets);

Technical skills and competences - Computer troubleshooting;
 - Collection, documentation and analysis of information;
 - 3d modelling, 3d sculpting and texturing;
 - Lighting, rendering and compositing;

Computer skills and competences	<p>Highly proficient user of Computer Graphics industry standard:</p> <ul style="list-style-type: none"> - Autodesk Maya - Autodesk Mudbox - Adobe Photoshop - Adobe After Effects - Maxon Bodypaint <p>Basic programming/scripting abilities in C++</p>
Artistic skills and competences	Self taught drawing skills and art history
Other skills and competences	Tennis Powerlifting
Driving licence	B Category
Additional information	
Publications	
	<p>V. Buda, A. Iancu, O. Domșa, “Reconstrucția virtuală 3D în arheologia sistemică și integrarea elementelor de interacțiune cu obiectele”, “International Conference on Virtual Learning”, Ovidius University, Constanța, 26-28 October 2007.</p> <p>V. Buda, A. Iancu, O. Domsa, “Muzeu Virtual 3D. Interacțiuni în timp real cu artefacte romane”, “Sesiunea anuală a cercurilor științifice studențești” a Universității “1 Decembrie 1918” Alba Iulia, 23-24 November 2007.</p> <p>V. Buda, A. Iancu, M. Kadar, “Elemente de modelare cu UML în realitatea virtuală. Tehnici de vizualizare a obiectelor virtuale”, “Sesiunea de comunicări științifice studențești a Universității “1 Decembrie 1918” Alba Iulia, 4-5 aprilie 2008, Buletinul științific nr. 7, ISSN 1583 – 6088, Ed. Aeternitas”. (This paper was awarded 3rd place).</p> <p>V. Buda, A. Iancu, M. Kadar, “A real-time 3D environment for virtual tourism”, “Sesiunea de comunicări științifice studențești a Universității “1 Decembrie 1918” Alba Iulia, 3-4 aprilie 2009, Buletinul științific nr. 7, ISSN 1583 – 6088, Ed. Aeternitas”.</p> <p>V. Buda, A. Iancu, M. Palamariu, “The use of digital elevation models in generating real - time 3D environments: a case study”, RevCAD Journal of Geodesy and Cadastre, Vol. 9, Ed. Aeternitas, 2009, ISSN 1583-2279, pp. 177-186.</p>
Published Projects	<p>Discover Urban Archaeology! Apvlvm 2007 - Exhibition Catalogue ISBN 978-973-117-134-0 3D Graphic Reconstruction: coordinated by Ovidiu Domsa, made by Vlad Buda and Flavius Codrean</p>
Scholarships	<p>Study Scholarship (February 2007 – July 2007) “1 December 1918” University, Alba Iulia, Romania</p> <p>Merit Scholarship (February 2009 – July 2009) “1 December 1918” University, Alba Iulia, Romania</p> <p>Erasmus Scholarship and Mobility Grant (20 September 2008 – 20 December 2008) Alexander Technological Educational Institute (A.T.E.I.) of Thessaloniki, Greece</p>
References	
Annexes	Available upon request