



SOFIAN MOUMENE

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HELLO THERE, I'M A CG ARTIST FROM BUCHAREST, ROMANIA.

I WAS BORN 22 SEPTEMBER 1985 IN ALGERIA AND MOVED TO ROMANIA AT 8 YO. MORE ABOUT ME YOU CAN SEE BELOW:

SUMMARY OF QUALIFICATION

- 8 years experience as CG Generalist
- 5 years experience working on advertising market (2 years leading a team of 6)
- Self-taught artist with the ability to adapt, learn and improve a new workflow and tools.
- Exceptional lighting skills and a strong composition sense.
- High experience with problem solving and creative solutions
- Exceptional ability to understand 3d scenes development and to work collaboratively.
- Organized and managed timelines to ensure all work are completed and submitted on schedule.
- Great ability to follow directions, complete tasks independently and manage or delegate functions.
- Solid ability in the overview of the entire 3d scene process including modeling, texturing, shading, lighting, compositing and post-production.

Specialties: CG Generalist, with skills in: sculpting, modeling, topology, texturing, shading and lighting.

SKILLS

- Autodesk 3ds Max
- Pixologic Zbrush
- Autodesk Mudbox
- Chaosgroup Vray
- Ephere Ornatix
- Cyberradiance HairFarm
- Adobe Photoshop
- Adobe After Effects
- Adobe Illustrator
- HDRI Light Studio

WORK EXPERIENCE

2014-present - **Freelance artist** | www.sofianmoumene.com

3d artist

Main activities: Production of cg illustration based on client concept and from the brief. Also capable to execute: modeling, texturing, sculpting, rendering, scene assembling, simulation, and post-production.

2009-present - **Carioca studio** | www.carioca.ro

Lead 3d Generalist

Main activities: Organizing a team of 6 people with which i worked on advertising projects based on agency briefs and development of 3d scenes and/or assets for the final visual.

2009-2010 - Pro management | www.Promanagement.ro

3Dsmax Trainer

Main activities: Teaching a 3d max course for beginners and advanced users. My main goal was to help students understand and properly use 3dmax in their own field of work. It was a 64 hour course and i took 16 courses there.

2008-2009 - Media Line Studio |

3d artist

Main activities: Production of 3d illustrations for advertising, making all the running processes: modeling, texturing, rendering.

2006-2008 - CasaRoma | www.roma.ro

3d artist

Main activities: Arch. Viz work for the interior designer's concepts.

EDUCATION

Landscape architecture Bucharest, Romania - Bachelor (5 years)

Hariclea Darclee Braila - Art High School

SHOWINGS AND AWARDS:

- www.software3d.de interview(on blog) (http://www.software3d.de/blog/schusev-architecture-3ds_max.html)
- Ceiga Magazine work feature photorealistic.
- 3D total Making off:

(http://www.3dtotal.com/index_tutorial_detailed.php?roPos=1&catDisplay=1&id=1620#.U7WmufmSx8E)

- 3DTotal Excelence Award (5x)
- 3Dtotal interview (http://www.3dtotal.com/index_interviews_detailed.php?id=198#.U7WjJPmSx8E)
- Evermotion first page showcasing (4x)
- CGSociety CGChoice award (<http://tinyurl.com/k9fmbef>)
- works published in 3ds max 2014 Bible (showcase gallery)
- 3D World published works (2x)
- 3DArtist Magazine showcase and tutorial making (4x)
- Cg Trader feature 35 most photorealistic 3d renderings (<http://www.cgtrader.com/blog/welcome-to-the-mind-trap-35-most-photorealistic-3d-renderings>)

LANGUAGES

Romanian (native), English (Professional working proficiency), French (Professional working proficiency)