



DANIEL SAHLEANU

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I am an independent 3D modeling artist and freelance designer. My focus lies within the creative gamut of game design, as it applies to animation, rendering, and concept art. I am eager to take on a role where my skill set, passion, and experience in game design help support a strong creative team.

EDUCATION

BFA Interactive Media and Entertainment • *Cum Laude*

Becker College (Worcester, MA) — 2016

NOTABLE PROJECTS

“Crematorium” (2014) • 2D RPG

- **Project & Level designer**
Ideation and initial project outlining; design and location placement of game assets within levels
- **Writer**
Research and development of character script; language sound editor

“Wild Corps” (2016) • 2D Platformer Shooter

- **Level designer, Programmer**
Project asset design and asset coding; collision management
- **Writer**
Character design and development; script writing and editing

WORK EXPERIENCE

FREELANCE ARTIST

Boston (2016 - Present)

STAGEHAND

Boston (2016 - 2019)

Handled electronic equipment as well as setting up audio and visuals displays for concerts, conventions & exhibitions

CUSTOMER ENGAGEMENT COORDINATOR

Homegoods (2016 - 2018)

Supervised cashiers, worked with managers to optimize sales, handled cash responsibilities

TA, ADVANCED 3D MODELING

Newton South High School (2010 - 2012)

Assistant instructor for advanced 3D modeling software and animation techniques

PROJECT ASSISTANT INTERN

Valentin Design Inc. (2010 - 2014)

Responsible for office management and maintenance, organization and cataloging of archival materials

SOFTWARE

PROGRAMMING

Microsoft Visual Studio
Javascript
C#/C++ Programming

DESIGN

Adobe Photoshop
Adobe Illustrator
Adobe Premiere Pro

MODELING & ANIMATION

3Ds Max
Maya
ZBrush
KeyShot
Marmoset
Mudbox
Substance Painter
Marvelous Designer

GAME ENGINES

Unreal Engine 4
GameMaker
Unity
RPG Maker

PROJECT MANAGEMENT

Microsoft Office X
(Word, Excel, PowerPoint)