

Andreea Calugar

3D Generalist

Munich, Germany // Bucharest, Romania

+49 176 45568530 • andreea.r.calugar@gmail.com

Portfolio

Skills

Animation principles, such as 3D modeling, rigging, and posing

Problem solving

Teamwork

Good organizational skills

Self-management

Languages

Romanian

English

German

Profile

- Completed Bachelor of Art Degree with focus on 3D modeling and animation.
- Experience working with Maya, Blender, ZBrush, Substance Painter.
- Motivated, disciplined, trustworthy, quick-learner.
- Independent, structured work style.

Employment History

Internship, SenAm Games, Munich Germany

February 2023 - April 2023

Created social media content for multiple platforms in relation to the studio's upcoming release. Managed own schedule in a completely remote setting.

Internship, Sense Dojo UG, Remote

March 2022 - July 2022

Created life-like humanoid animations optimized for mobile. Managed own schedule in a completely remote setting.

Sales Associate, Tally Weijl, Munich Germany

March 2025 - Present

Offered knowledgeable advice regarding merchandise in a fast-paced work environment.

Sales Associate, GameStop Deutschland GmbH, Munich Germany

September 2020 - January 2025

Built rapport with customers by offering friendly, knowledgeable, and supportive customer service.



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Education

Bachelor of Arts, Hochschule Macromedia, Munich Germany

October 2019 - September 2023

Design with focus on 3D animation, VFX, and concept art.

German Fachabitur, Staatliche Fachoberschule, Munich Germany

September 2017 - July 2019