

PERSONAL INFORMATION

**Eugeniu Molceanovschi**

 (Moldova)

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WORK EXPERIENCE

- 28/08/2018–28/01/2019 **Sound technician**  
MS-Production, Chisinau (Moldova)
- 28/01/2019–01/09/2019 **LED screen engineer**  
MS-Production, Chisinau (Moldova)
- 01/11/2019–01/02/2020 **Lighting technician**  
MS-Production, Chisinau (Moldova)
- 01/09/2019–Present **Video editor**  
Media Show Grup, Chisinau (Moldova)
- 01/01/2020–Present **3D artist**  
Media Show Grup, Chisinau (Moldova)

EDUCATION AND TRAINING

- 01/09/2004–31/05/2016 **Bacalaureat**  
Liceul teoretic Dimitrie Cantemir, Chisinau (Moldova)
- 01/09/2016–Present **Tehnologii Informationale**  
Universitatea Tehnica a Moldovei, Chisinau (Moldova)
- 03/04/2019–05/04/2019 **Resolume**  
Tramplin, Saint Petersburg (Russia)
- PV 5.0 | Interior + Architecture**  
Render Camp (Russia)
- 02/09/2019–Present **3D Artist**  
3D Maya, Kharkiv city (Ukraine)

PERSONAL SKILLS

Foreign language(s)	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
Russian	C2	C2	C2	C2	C2

Romanian	B1	B1	A2	A2	A2
English	C1	C1	C1	C1	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
Common European Framework of Reference for Languages - Self-assessment grid

**Job-related skills**

- Good knowledge of working soft:
  - Autodesk Maya
  - Autodesk 3Ds Max
  - Adobe After Effects
  - Adobe Premiere
  - Adobe Photoshop
- Basic 3D skills:
  - Modelling
  - Texturing
  - Animation
  - Render