

Angel Felix ANDREESCU

CAD Technician & 3D Modeller

OVERVIEW

Formally a **LAND SURVEYOR**, I'm a meticulous **2D DRAUGHTER** and **3D MODELLER**, with an eye for detail, quick learner and oriented towards theoretical knowledge.

Long-time user (since the age of 16) and extensive experience of **AutoCAD**, proficient at reading blueprints, proficient in **3D Studio Max & Arnold**.

Highly willing to learn new software and techniques. Particularly passionate about architecture, technology and especially of the creative and technical processes involved in video game creation.

I speak Italian, English and Romanian.

I aim at positions such as **2D/3D CAD DRAUGHTSMAN/TECHNICIAN** or **3D GENERALIST**.

CONTACT

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WORK EXPERIENCE

COSTAIN – 3D Modeller

Nov 2023 – Present

Various duties involving 3D modelling and CAD modelling & drafting.

- 3D modelling in AutoCAD, 3DS Max, Revit.
- CAD drafting in AutoCAD & OpenBuildings Designer.
- File conversions and workflow optimization.

AVISON YOUNG – CAD Technician

Sep 2022 – Sep 2023

Rights of Light/Daylight & Sunlight CAD Technician, as previous role.

- 3D modelling based on 2D topographic and/or elevational survey or pointcloud survey (CloudWorx/Recap).
- Conversion of photogrammetric models (Zmapping, Accucities) for ROL/DLSL analyses.
- Sensible assumptions on room layout/window size.
- Rights of Light analyses & contour plots.
- BRE internal & external analyses (ADF, APSH, No-sky line/Daylight Distribution, 2hr overshadowing, time in sun), solar glare/glare calendar, radiance, CBDM and associated plots.

WATERSLADE – CAD Technician

Sep 2016 – August 2022

My role was that of CAD Technician and involved 3D modelling of buildings and surrounding masses based on 2D Topographic and Elevational Surveys and/or 3D Laser Scan Surveys in AutoCAD. The role also involved the undertaking of accurate assumptions when data is missing and scene preparation for rights of light or daylight & sunlight analyses, plots, self QA...

- Reporting of bugs (SOL), procedural deficiencies, formatting issues, semantic/logical/grammatical/technical issues on reports/sheets and external communications.

Catasto (Land Registry Office) – Internship

Curricular internship organized by the school in collaboration with the province's Land Registry office.

EDUCATION

University of Turin

Physics [2011 – 2012]

Undergraduate studies: linear algebra, calculus, Wolfram Mathematica.

ITCG Leonardo Da Vinci

Surveying and Building Design Technical HS [2006 – 2011]




High-school with a surveying & building design curriculum, with an emphasis on topography, planning, construction and CAD drafting.

Average grades, by year:

1st: 9.x/10 | 2nd: 9.x/10 | 3rd: 8.x/10 | 4th: 7.9/10 | 5th: 8.2/10 |

Graduated with **100/100**

SKILLS

| | | |
|----------------------|--|-----|
| AutoCAD |  | 90% |
| 3DS Max |  | 80% |
| Arnold |  | 75% |
| Texturing |  | 60% |
| Rigging/Animation |  | 60% |
| HTML/CSS |  | 75% |
| Wordpress |  | 70% |
| GIMP/PS |  | 70% |
| Inkscape/Illustrator |  | 60% |

KNOWLEDGE

MODELLING: Low poly modelling, XREFs, Pointcloud (Recap)

RENDERING: UVW Unwrapping, HDRI, IES, Materials

OTHER 3D: Animation, Rigging, Maxscript

WEB: HTML 5 & CSS 3, Wordpress, some JS & PHP

EXTRA

- Participated and reached final national stage in 2 competitions while in HS: CAD Olympics & Natural Sciences Olympiads.
- Knowledge of HTML 5 & CSS 3 and the Wordpress CMS.
- Knowledge of MAXSCRIPT.
- Basic knowledge of Revit and OpenBuildings Designer.

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