Angel Felix ANDREESCU

CAD Technician & 3D Modeller

WORK EXPERIENCE

COSTAIN – 3D Modeller

Nov 2023 – Present

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

- o 3D modelling in AutoCAD, 3DS Max, Revit.
- O 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.
- o 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.

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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EDUCATION

University of Turin

Physics [2011 – 2012]

Undergraduate studies: linear algebra, calculus, Wolfram Mathematica.

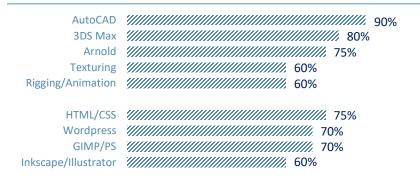
ITCG Leonardo Da Vinci

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:

 1^{st} : 9.x/10 | 2^{nd} : 9.x/10 | 3^{rd} : 8.x/10 | 4^{th} : 7.9/10 | 5^{th} : 8.2/10 | Graduated with **100/100**

SKILLS



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.
- o Knowledge of HTML 5 & CSS 3 and the Wordpress CMS.
- Knowledge of MAXSCRIPT.
- o Basic knowledge of Revit and OpenBuildings Designer.