

Cosmin Nastasoiu

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Summary

An experienced computer graphics programmer and artist, interested in game development.

Education

2011 Accepted at University of Bucharest Faculty of Mathematics

2010 Hyperion University Bucharest

Licence in Animation Movies and Television

Courses include:

-Computer animation; -Sound; -Video Montage; -Photography; -Set Lighting;
-History of arts; -Tehnicl course in physics of optics, camera and display technology

2005 Hyperion Highschool Bucharest

Highschool Diploma in Computer Science

Languages:

Fluent in English and Romanian.

Tehnicl Experience

Game and Graphics Development

Developed: Windows/Android games

Used: C++, Java, MaxScript, OpenGL Shading Language, Lua/batch/python scripting

Graphics libs: OpenGL

IDEs: Visual Studio, Eclipse

Auxiliary programming: Subversion as revision control system, android project compilation including native support, compilation on large source code games

Programming: collisions, rigid body physics, particle physics, camera simulations, shading with GLSL, 3D math, space partitioning, 3D tools programming, realtime light & shadows, custom 3d data file exporters, 3D curves, render programming.

3D Graphics & Animation

Experience 3D modeling & noncharacter animations, texturing, lightning, Global illumination, rendering, sculpting, particles simulations (with ParticleFlow & Krakatoa), PhysX(havok), skinning, rigging, scripting tools (MaxScript), Vray, MentalRay.

Programs: 3D studio max, Photoshop, MudBox.

Video Editing

Experience in animation and film montage, Sound fx, compositing.

Programs: Photoshop, Adobe Premiere Pro, Adobe After Effects.

Work Experience

2013-present Gameloft full-time as Android Master Programmer

Working for almost 1 year at Gameloft was a highly educative experience.

I participated at android development of 4 game titles, 1 currently released, the highly sucessfull Despicable Me 2: Minion Rush, a title that was downloaded more 100 million times in less than three months after its release.



2012 Newrosoft as Unity Developer

For a brief period of time I had the opportunity of working with a team of developers on a shooter game in Unity.

2011-2012 NoEngine development

It is a 3D game engine designed from ground up and it is a personal project. Its framework can be addapted to render any type of game. It is designed to look realistically in a hub-like or interior based environment. It has:

Rigid body physics with inertial tensor constructor based on object shape, step based microcollisions to enhance simulation quality, although it eats performance. Collision detection and sparation of chainlike interactions of objects. Also the collision has geometry projection, and object sparation to intersect contact entry. Soft shadows using Variance Shadow maps, that can be blurred and increased quality at runtime.

4 lights ready shaders with normal mapping, ambient occlusion, light attenuation, specularity, lightmaps, shadowmaps.

Shadow projection based on player position on the scene.

Node based rendering algorithm using GLSL to detect what objects are visible on screen. This increases performance on large scenes.

Interface is composed of freetype, buttons, images elements.

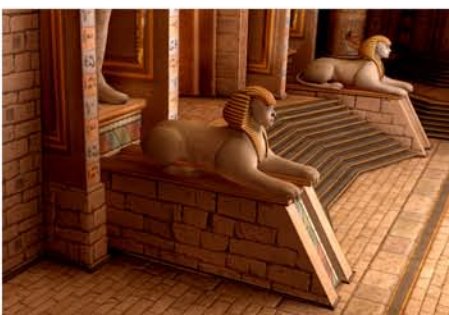
Animation controllers using TCB and quaternion interpolation and animation file importers from max.

3D max tools ready to make content for NoEngine. It includes, mesh / collision / animation exporter. Scene exporter is a utility that automates the exporting process of entire level scenes made in Max. This utility permits easy exporting from max to NoEngine. Graphics present in the Pharaoh Level are made by me.

Code spans over 25000 lines.



NoEngine Pharaoh level renders



2011 project The King development

It is a chess game project, it incorporates an fruit chess AI made by Fabien Letouzey, and my rest of the code spans on over 2000 lines of code. Programing, models, textures, shaders are made by me.



2008-2011 Activision Funlabs full-time

as 3D artist / Scripting / Video Editor

Over this period I had the oportunity to work on 6 game projects that seen the shelves:

Cabela's Dangerous Hunts 2009

Championship Paintball 2009

Cabela's Outdoor Adventures

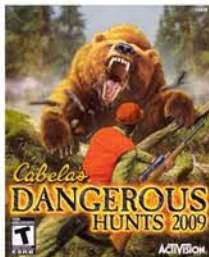
Chaotic: Shadow Warriors

Cabela's North American Adventures

Rapala Pro Bass Fishing

And partial work on:

Cabela's Survival Adventure: Shadows of Katmai



2008 Animation Colaboration

I had worked as modeler, texturer, and renderer in „Marile speranțe” (2008) or „Great Expectances” animation of Alexei Gubenco. It took several festival distinctions including „Ion Truică” prize of Cinemagia's Anim'est.



2007 Animation Collaboration

Modeled, textured, and rendered various character, objects, enviroments for “Opere alese... neînțelese” animation in Alexei Gubenco project.

