LUCIAN TRESTIOREANU

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SUMMARY

* Master of Science, Engineering: “Electronics Engineer Diploma”, specialized in telecommunications.
* Experienced in Electrical/Electronics and Gaming/Multimedia industries, in local and multinational companies;
* Customer focused, result driven, trust builder and quick learner professional with strong work ethics, analytical and problem-solving skills;
* Broad, multicultural exposure within various environments in North America, Europe and Australia**.**
* Unrestricted working rights across EU.

EXPERIENCE

**2015**

**Level Designer – Ubisoft – Romania, Bucharest studios**

**Company profile:** video games developer/publisher

* AAA Project: [Ghost Recon Wildlands](http://ghost-recon.ubi.com/wildlands/en-gb/home/) – PS4, XB1, PC
* in charge of the level design of a specific area of the game world
* in charge of design and implementing of the missions for the respective area
* create buildings layouts, place and set systemic NPC activities
* create assets requests for the area, work closely with the artists in-charge of the area
* continuous communication with Ubisoft Paris studio (lead site): designers, coordinators, technical directors

**2012 – 2015**

**Senior Designer -** [**Fun Labs Romania**](http://www.funlabs.com) **- Bucharest**

**Company profile:** video games developerfor Activision USA - publisher

* **2014-2015:** “**Prototype”** - port old-gen title on PS4, XB1: Data management
* **2014-2015: Cabela’s African Safari:** port PS3/XBOX360 title on PS4, XB1:
* implement PS4/XB1 features/content, tackle bugs/performance
* **2014 Duck Dynasty:** implement new world streaming technology, build levels for PS3/4, XB360, XB1
* **2013 Cabela’s African Safari:**
* create functional/artistic concepts for, and build game levels, adapt designs where needed.
* fit levels into frame and memory budgets, per console (XBOX360, PS3, Wii, Pc – Dx9).
* troubleshoot and fix environment/performance related bugs.
* in-charge of suggesting/tracking level design & level building tools enhancements
* when necessary, coach and mentor Level Design & World Building team members.
* perform R&D tests in order to implement real-time open world streaming for large outdoor worlds.

**2011 – 2012**

**Electrical Technician, Programmer – Lighting Systems -** [**LIGHT APPLICATION**](http://lightapplication.com.au/)**, Perth, Australia**

**Company profile:** Electrical, electronic, engineering - Lighting and Lighting Control solutions

Commission the Philips Dynalite lighting systems for business and residential premises:

* + prepare the physical / logical areas diagrams using specific software
  + troubleshoot the lighting systems - fault finding and repair
  + program the lighting systems per customer/business needs using Envision Project (Philips) software

**2008 - 2011**

**Senior Level/Mission Designer -** [**FUN LABS, Romania**](http://www.funlabs.com) **/ ACTIVISION – USA**

**Company profile:** video games developer

**Example tasks - 2011 “Cabela’s SURVIVAL: Shadows of Katmai”:** a **prototype level and game vertical slice:**

* **Take part at discussions and decisions** regarding the concept, development and implementation of the major game components
  + - * **Participate in reviews/meetings** to refine level gameplay, layout and visual details
      * **Act as a game/level design and technical artist liaison** between Mission Design, Programming and Art departments
      * **Assist the Game Designer** with creation of gameplay mechanics involved; documenting some of these game mechanics.
* **Conceive, script, debug and polish level gameplay** and special functionality;
* **Senior Environment Artist -** ensure the level has the appropriate emotional impact, and features stunning graphics:
* **Communicate my vision, refine it** through discussions with the Art Director, project manager, game designer and partners – Activision
* **Contribute at achieving the desired atmosphere** through map design and layout, edit terrain features, implement desired weather features, and specify requirements for models to be created by the artists.
* **Create some placeholder dynamic objects**, including some animations; script gameplay and dynamic object behavior;
* **Implement / tweak** encounters, in-game cinematics; ask for and implement sounds;
* **Compile the assets and maps** to run in-engine, ensure they are technically correct, test them in-game
* **Manage all relevant art/gameplay mechanics tasks** to keep the level on schedule; summarizing of the **assets** and **mechanics** needed, sending into production, supervising the development of mechanics and assets from other departments: art, programming, sound, animation, outsourcing partners
  + - * **Quality and compatibility control** – identify and tackle (reported) bugs/performance issues.
      * **Coach and supervise team members**, in order to ensure compliance with the standards
* **Write documentation** for some game/level concepts, asset and development plans, task lists, bug reports

2008

**Electro-Mechanical Technician** [**SIEMENS HEALTHCARE DIAGNOSTICS** **(DADE-BEHRING**) **Brookfield, CT, USA**](http://usa.healthcare.siemens.com/)

**Company profile:** Engineering – Development and Production of Healthcare Diagnostic Instruments

* Test, calibrate, repair [Dimension Vista Diagnostic Blood Tests instruments](http://www.healthcare.siemens.com/integrated-chemistry/systems/dimension-vista-1500-intel-lab-sys) as per written procedures and specifications
* Create complete and accurate documentation as required by written procedures and specifications
* Implement approved design changes to production instruments
* Troubleshoot and repair production instruments and subassemblies to system component level
* Coordinate the work between Production and Manufacturing Engineering departments for the resolution of design and manufacturing problems
* Identify weaknesses in the process or quality of instruments and suggest improvements
* Train the Production personnel in assembling and testing operations
* Ensure compliance with the FDA, ISO and IVDD standards and all applicable Standards and Regulations listed in the client's U.S. Quality Manual
* Suggest process or quality improvements for instruments.

**2004 - 2007**

**Graphic Designer – Level Design, 3D Art -** **FUN LABS, (Bucharest, Romania) / ACTIVISION – USA**

**Company profile:** video games developer

**2006 – 2007, 3D Artist:**

* Create geometry for characters in the game, vehicles, weapons, buildings;
* Map and rig characters and/or other models
* some basic animations such as explosions, guns and cannons firing, walking, run, hurt, death, transitions for NPC’s

**2004 – 2005, Level Designer:**

* edit terrain / level boundaries,
* place and set AI’s (triggers, spawns, waypoints, lights, etc),
* conceive, build, unwrap UVWs, texture, import and place the assets in the game’s world
* edit shaders (materials) for the models,
* compile the assets and the maps to run in the engine
* test the levels for frame, memory, bugs, gameplay
* optimize and tweak the levels all the way through, for final submission
* balance game play and tune the AI’s

**2002 - 2003**

**Electronics Engineer - AVERTIZOR GRUP, Ploiesti, Romania**

**Company profile**: Fire and security alarm systems (Development, implementation and servicing)

Installing, configuring, commissioning and/or servicing fire and security alarm systems of different types.

* Development and production of in-house fire and security alarm systems, custom modules/interfaces.
* Supervise and participate in the process of customizing and production of related equipments (remotely operated garage doors, secure access systems, automated systems)

**2001 - 2002**

**Audio-Video Material Editor, Broadcasting Operator -** **Tele 7 ABC, Ploiesti, Romania**

**Company profile:** Local TV broadcasting company

* Edit audio and video materials (advertisements, news, documentaries, etc)
* Operate video and audio mixers, multiple sources, as VTR’s, PC generated materials (Premiere, Photoshop), digital video and audio players and recorders, cameras etc.
* Sound engineering
* Assemble and operate the high frequency, mobile, point to point transmission equipment (modulators - amplifiers, antennas, satellite receivers)

**2000**

**Electronics Technician -** **SC MARIMPEX SRL, Ploiesti, Romania**

**Company profile**: (radio/tv - import, service and retail sales)

* Radio, TV, White Goods inspection and service: troubleshooting and repair to component level.

EDUCATION

* **1991 – 1995: Theoretical High School Diploma - Mathematics - Physics**

Theoretical High School “Nichita Stanescu”, Ploiesti, Romania

* **1995 – 2000 Master of Science – Engineering: “Electronics Engineer Diploma”**

**Specialization: Radio and Optic Fibers Telecommunications**,

The Electronics and Telecommunications Faculty, UPB, Bucharest, Romania

* **2009 International English Language Testing System Certificate**,

The British Council - Bucharest, Romania

Skills

* **Languages:**
* English – Fluent – C1 Level by CECR; 2009 IELTS band score: 8 out of max 9 (and improved since).
* French – working proficiency – 8 years study (middle/high school), and actively working to improve it;
* Romanian – native.
* **Electronics:**
* Installing devices - antennas, cables, RF/AV amplifiers/mixers, etc; crimping cables, soldering electronics.
* Devising, making and testing electronic prototypes (on PCBs) based (or not) on electronic diagrams/instructions, troubleshooting devices and systems based (or not) on written procedures.
* Working with oscilloscopes, frequency meters, low/high frequency generators, etc
* Mechanical workshop tools: drilling machines, grinders, electrical welding (beginner level), milling machine
* **Computers: Software-Hardware**
* 3D Studio Max, MS Office, MS Visio, Photoshop, Illustrator, Acrobat, Premiere, Mathlab, Spice, Sana, Workbench Electronics, Sprint Layout (PCB design), Total Commander, Lotus Notes, Outlook, SAP, Atlassian Software: Jira/Confluence, remote assistance/collaboration – TeamViewer, Power ISO, Ultra Edit
* Assembling PC’s, install/troubleshoot Windows OS and windows based software, PC networks with switches, routers, with or without internet, firewalls, and antivirus software. Installing/using Linux.
* Web Design – Dreamweaver, SEO, HTML, CSS, webmaster, Wordpress, Filezilla

# TECHNICAL EXPERTISE | SPECIALISation COURSES | Licences

* **Siemens Heathcare Diagnostics, USA:**
* Safety: Biological safety, Chemical safety, chemical spills response
* Electrical safety, ESD protection
* Fire security/extinguishing
* Working with and handling of controlled documents
* Courses (electronics): photometers, nephelometers, LOCI Advanced Chemiluminescence**,** etc
* FDA, ISO and IVDD standards specific to the area of activity
* **Avertizor Grup, Romania**
* Licence: police and fire dpt. licensed/registered.
* Trainings:
* Safety
* Fire security/extinguishing.
* Working with and handling of rad`ioactive material.
* Radioactive materials safety
* **Ubisoft Romania**: “Design Academy” – Internal course on mission, level, game design – 30 hours
* **Romanian Armed Forces:** Mandatory Regular Military Service - 6 months, Infantry – firearms trainings
* **Light Application, Australia**: [“White Card”](http://www.workcover.nsw.gov.au/licences-and-registrations/licences/white-cards-cic) - General induction for construction training:

Basic knowledge of construction work, the applicable Work Health and Safety Laws, common hazards likely to be encountered in construction work, and how the associated risks can be controlled.

* **Driver’s licence**:cat B.

INTERESTS AND HOBBIES

* Electronics, IT, video games
* Aquariums, garden design
* Outdoors, Sports – cycling, swimming
* Psychology
* Web design: I have a small network of affiliate marketing websites created and maintained by myself

Examples: [www.millicolori.com](http://www.millicolori.com) | [www.innergetiq.com](http://www.innergetiq.com) | [www.queenlatifahweightloss.com](http://www.queenlatifahweightloss.com)

REFEREncES

Referees available upon request. Possible referees:

* Former Funlabs leads, team members
* Former Ubisoft leads/colleagues