

SANDU PETRE-CĂTĂLIN

Co-founder & 3D Artist at R2C Games

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R2C
GAMES

PORTOFOLIO



www.artstation.com/freezzjr

Summary

I'm a 3D Artist with 3+ years of experience and a degree in Computer Science. I focus on creating game-ready environments and props using Blender, Substance 3D, and Unreal Engine 5. I co-founded R2C Games, where I lead the art and handle level design for Balkan Vice: Callatis. I enjoy learning new things and working with others.

Experience and Skills

Co-founder R2C GAMES & 3D Artist - Balkan Vice: Callatis

OCT 2025 - Present

Lead the visual development of Balkan Vice: Callatis, an open-world casino management RPG set in the early 2000s Balkans. My work covers art direction, environments, characters, and animations. I also help with project planning and guide interns.

https://store.steampowered.com/app/3666140/Balkan_Vice_Callatis/

ENVIRONMENT ART	PROP MODELING	HARD SURFACE MODELING	TEXTURING	UV MAPPING	LEVEL DESIGN	TRIM SHEETS
3D ANIMATION	RIGGING	STORYTELLING	CONCEPT DESIGN	ART DIRECTION	ART LEAD	

Freelance - 3D Artist

OCT 2024 - Present

Create 3D models, modular assets, and props for games and renders, working in both realistic and stylized styles. Focus on clean modeling, texturing, and visual quality, while also creating and selling 3D assets on the Fab marketplace.

<https://www.fab.com/sellers/FreezzJr>

LOW-POLY MODELLING	HIGH-POLY MODELLING	DIGITAL SCULPTING	RETOTOPOLOGY	TEXTURE BAKING	PBR-TEXTURING
RENDERING	PHOTO-MANIPULATION	COMPOSITING			

Graphic Lead - CARTA Monastery Virtual Tour

JUL 2023 - AUG 2023 Creative Summer School on Virtual Environments & Cultural Heritage

Helped create an immersive, gamified virtual tour of CARTA Monastery in a two-week team project. Worked with 3D photogrammetry and designed visual elements to improve the user experience, as part of a tour featuring interactive objects and NPCs. Guided team members, and taught them how to use 3D software.

<https://creative.cerva.ro/2023>

Software & Tools



Blender



Substance 3D Painter



Photoshop



Marmoset Toolbag



Substance Designer



Cascadeur



Unreal Engine 5



Speed Tree



GAEA

Projects and Education

3D environment artist - LAWRENCE

MAR 2025 - APR 2025

Worked as the main 3D Environment Artist on Lawrence, a platformer developed with my team during the 10-day April Fools Game Jam 2025. Contributed to the game's 3D environments and helped bring its visual style to life. The project placed first in the competition.

<https://itch.io/jam/april-fools-day-jam-2025>

<https://anomalykeepers.itch.io/lawrence>

Solo developer of Gold Scales (solzi de aur)

MAY 2023 - JUL 2023

Developed Gold Scales, a 2.5D grid-based puzzle adventure built in Godot as my bachelor's thesis project. Completed in approximately two months, I handled the project independently, from 3D modeling to programming.

<https://www.artstation.com/artwork/6LaAAV>

<https://www.youtube.com/watch?v=F9RfT7lIZ5g> - (FullGameplay)

The Mandalorian Project (University Project)

MAR 2023 - MAY 2023

I Created a Mandalorian-inspired environment on Tatooine, featuring Mando and Grogu exploring a crash site. Designed 80% of the models and used Three.js for scripting. Completed in about two months, including a Blender intro.

<https://www.youtube.com/watch?v=AcxAz00J0Qw>

OVIDIUS UNIVERSITY OF CONSTANTA

Bachelor's Degree in Computer Science
Faculty of Mathematics and Computer Science
July 2020 - July 2023



creatiVE Summer School on Virtual Environments Cultural Heritage

(11th Edition)

JUL 2023 - AUG 2023



Languages
Romanian - native
English - B2