

## **Cristinel Bostan – Senior/Lead Animator/Animation Supervisor**

*cristinel.bostan@gmail.com*

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### **CAREER OBJECTIVE:**

*To put at work 29 years as a 2D/3D Animator, Lay-Out Artist, Background Artist, Story-Board Artist, Character Designer, I successfully handle both cartoon and realistic animation with minimum of supervision. Proficient using Motion Builder ,Maya and 3dsMax Character Studio, Adobe Premiere, Adobe Photoshop.*

### **PROFESSIONAL EXPERIENCE**

- 2023-pres Lead Animator at ReDefine Montreal
- 2021-2023 Lead Animator/Animation Supervisor at MPC Animation Montreal
- 2021-2021 Senior Animator at Meduzarts Animation Montreal
- 2020-2021 Lead Animator at Eidos Montreal
- 2017-2020 Cinematic Senior Animator/Gameplay Senior Animator Ubisoft Montreal
- 2016-2017 Lead Animator at Gameloft Cluj
- 2015-2016 Senior Animator at Ubisoft Paris
- 2013-2015 Cinematic Senior Animator at Ubisoft Montreal
- 2012-2013 Senior Animator at Eidos Montreal
- 2006-2012 Assistant DA ,Lead ,Cinematic and in-game Senior Animator at Ubisoft Montreal
- 2005-2006 3D Senior Animator at Deadline Games in Copenhagen Denmark.
- 2004-2005 Freelance 3D Cinematic Animator for RABCAT entertainment Vienna Austria.
- 2003-2004 Cinematic story boards ,3D Animation at Black Hole Games Budapest Hungary.
- 2002-2003 2D Character Animator/Assistant Animator at ToonFactory in Valencia Spain.
- 2001-2002 2D Animation Supervisor ,Lay-Out Background Artist at Bostan Bros.Toons in Budapest Hungary.
- 2000-2001 2D Character animation and layouts for Firka Film Kecskemet, Hungary
- 1997-2000 2D Character Animation, Lay-out and 2D Effects animation at Exist Studio Budapest Hungary.
- 1996-1997 2D animation,clay animation,story-boards,lay-out for various TV commercials at Ars Nova Studio Bucharest Romania.
- 1994-1996 2D Character Animation, Lay-out, Clean-up Lead and In-between Artist at Anima Dream Studio, Bucharest, Romania

### **AWARDS**

- 2008 - 12th Annual Academy of Interactive Arts & Sciences Awards for Outstanding Achievement in Animation with Prince of Persia TEAM
- 2010 - 13th Annual Academy of Interactive Arts & Sciences Awards Nominated: Outstanding Achievement in Animation Assassin's Creed II TEAM
- 2011 - Nominated the Best Canadian Animator at 1st edition of Canadian Game Development Talent Awards.

## TITLES WORKED ON

### GAMES INDUSTRY

- *Unannounced project* – in-game animation – Eidos Montreal
- *Rainbow 6 Quarantine* – in-game Animations - Ubisoft
- *Assassin`s Creed Valhalla* – Hurt and Kill in-game Animation - Ubisoft
- *Far Cry 5* – Cinematics Animation – Ubisoft
- *Far Cry - New Dawn* – Cinematics Animation – Ubisoft
- *Iron Blade IOS/Android* - in-game Animation– Gameloft
- *Watch Dogs 2* – in-game Animation – Ubisoft
- *Far Cry 4* – Cinematics Animation – Ubisoft
- *DeusEx Mankind Divided* – in-game Animation - Eidos Montreal
- *Rainbow 6 "Patriots"* working title – Cinematics Animation – Ubisoft
- *Assassin`s Creed* – Black Flag -Cinematics Animation – Ubisoft
- *Assassin`s Creed- Brotherhood* – Cinematics animation- Ubisoft
- *Assassin`s Creed- 2* Cinematics Animation – Ubisoft
- *Prince of Persia 2008* – Cinematics/In-Game Animations- Ubisoft
- *Total Overdose* – Cinematics/In-Game Animations – Deadline Games
- *Neighbor From Hell 2* -Cinematics Animation – Rabcat
- *Valor vs Venom* – Animation -ReelFx
- *Armies of Exigo* – in-game Animations- Blackhole Games

### 3D FILM/TV INDUSTRY

- *Transformers: Rise of the Beasts* - VFX Film – Animation Supervisor/Lead Animator - MPC
- *SONIC 2* - Feature Film – Lead Animator/Character Animation - MPC
- *Army of the Dead: Lost Vegas* Animated TV Series – Character Animations - Meduzarts

### 2D FILM INDUSTRY

- *Green Eggs and Ham* – Character Animation - Tonic DNA
- *El-Cid - The Legend* – Feature Animation – Toon Factory
- *Tales from the Grave* – Lay-Out/BG/Animation – Bostan Bros Toons
- *Journey to the Center of the Earth* – Lay-Out/ Feature Animation – Firka Films
- *Princess and the Pea* – Feature Animation/FX Animation – Exist Studio
- *L`Oeil du Loup* – Character Animation/Fx Animation -Exist Studio
- *Kapriolen* – Character Animation – Exist Studio
- *Various Commercials* – 2D Animation/Clay Animation – Ars Nova Studio
- *Pelezinho* – Character Animation/Clean-up/Inbetweens - Anima Dream