

CAREER OBJECTIVE:

*To put at work 20 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

- 2015-present Senior Animator for an Undisclosed project at Ubisoft Paris
- 2013-2015 Cinematic Senior Animator for Far Cry 4 project at Ubisoft Montreal
- 2012-2013 Senior Animator for and DeusEX Mankind Devided project at Eidos Montreal
- 2006-2012 Assistant DA,Senior Animator in Cinematic and Behavior Team for Prince of Persia and Team Lead Animator Cinematic Team for Assassin`s Creed 2 and Brotherhood at Ubisoft Montreal.
- 2005-2006 3D Senior Animator at Deadline Games in Copenhagen Denmark. Responsible for Cinematic and In Game animations.
- 2004-2005 Freelance 3D Cinematic Animator for RABCAT entertainment Vienna Austria. Freelance CG Animator for REEL FX creative studios, for "Valor vs. Venom".
- 2003-2004 Cinematic story boards,3D Animation in Black Hole Games Budapest Hungary
- 2002-2003 2D Character Animator for "El Cid-The Legend", at ToonFactory in Valencia Spain.
- 2001-2002 2D Animation Supervisor ,Lay-Out and Background Artists at Bostan Bros.Toons in Budapest Hungary.
- 2000-2001 2D Character animation and layouts for Firka Film Kecskemet, Hungary for Feature Film "Journey to The Center of The Earth".
- 1997-2000 2D Character Animation, Lay-out and 2D Effects animation for Feature Film and TV specials,at Exist Studio Budapest Hungary.
- 1996-1997 2D animation,clay animation,story-boards,lay-out for various TV commercials at Ars Nova Studio in Bucharest Romania.
- 1994-1996 2D Character Animation, Lay-out, Clean-up Lead and In-between Artist at Anima Dream Studio, Bucharest, Romania, for "Pelezinho" TV show.

AWARDS

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

EDUCATION

- 1985-1989- Secondary art school Nicolae Tonitza, Bucharest. Sculpture class.