

## SUMMARY OF QUALIFICATIONS

- More than *14 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 **Maya** and **3dsMax Character Studio**, **Adobe Premiere**, **Adobe Photoshop**, **Painter**.

## PROFESSIONAL EXPERIENCE

- **2006-present** *Assistant DA* 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.

## EDUCATION

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

## WEB SITE and EMAIL

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