

Extensive use of Nuke/ Combustion.

• Dealt with following products:

Nuke, COMBUSTION, ADOBE AFTER EFFECTS, FLAME 8.5, ADOBE PHOTOSHOP CS, Softimage XSI, 3D STUDIO MAX, 2D3 BOUJOU.

- Film 2k and 4k and video (SD and HD 720p and 1080i). Stereo 4K feature experience.
- Platforms: PC, Mac, Linux

Film

- Work closely with lighters and matte painters to finish shots so that computer generated elements are seamlessly integrated with live-action plates.
- Design the approach to effective shot execution to solve compositing challenges.
- Integrate separate live-action and computer-generated elements.
- Blue/green screen pulls, balancing and sometimes create shadow elements, color correction, wire & rig removal, roto, dust-busting, morphs, transitions, background replacement, day-for-night.
- Working with 2k (and 4k for IMAX) cineon files – 10 bits – using LUT conversion.
Integration of 3d elements in plates (.exr files - matching blacks, adjust specular ...)
- Advance keying methods using IBK keyer (in Nuke) for solving very complicated keys.
- Experience with HD plates – solving problems caused by artifacts
- Paint, color correction and rotoscoping.
- Matte pull out, 2d/3d tracking.
- Create 3d camera from plates in 3D3 Boujou. Inserting objects for very detailed camera matching. Inserting and solving locators for precise camera match.
- Basic Python scripting.

Broadcast graphics

- Create and produce openings and live TV graphics for different television stations.
- Extensive experience in using Discreet software – 3DS Max and Combustion
- Animated 3D walk-through, advanced compositing layers rendered in 3Dmax and integration of 2d layers into these compositions (.rpf files) – changing ID's, add 3d depth of field and fog for the entire composition - color correction as required.

Employment History

<ul style="list-style-type: none"> • June. 2009– present • April. 2010– June 2010 • Dec. 2009– April 2010 • Aug. 2009–Nov 2009 • March. 2009– June2009 • Sept. 2008 – Jan2009 • April. 2007 – Sept. 2008 • April. 2008 – May 2008 • Nov. 2007 – April 2008 • July 2007 – August 2007 • March 2007 – Mai 2007 • July 2006 – Dec2006 • April 2006 – July 2006 • Oct.2005 – Mars 2006 • Aug.2004 – Oct 2005 • April.2004 – Aug.2004 • Sept.2003 – April.2004 • Sept.2000 – Aug.2002 	<p>Institute Grasset Pop 6 FAKE Studio NewBreeds Halogen Filmshop Intelligent Creatures Modus Fx Oblique Mr.X – Montreal Global Television – Montreal Mokko Studio – Montreal Studio Virtuel Concept IMAX Corp. – Toronto 3DVS – Ste-Adele VertigoXmedia – Montreal Global Television – Toronto Future Brand Hypermedia RGB Television Productions, Malta HBO Romania</p>	<p>Nuke Teacher Compositor Compositor Compositor Compositor Compositor Compositor Compositor / freelance Compositor Digital Artist Digital Artist Digital Artist (Stereo 4K) Senior Digital Artist (Stereo 4K) 2D/3D Designer Broadcast designer Broadcast designer Digital Artist 2D/3D Designer Broadcast designer</p>
<ul style="list-style-type: none"> • Dec.1999 – Sept.2000 		

Certificates and Diploma:

- 2004 - Discreet Montreal – Flame 8.5/Inferno 5 Certificate of completion
- 1986 – 1989 – Popular School of Arts Romania Diploma

Film Credits:

- 2009/2010 – **Piranha 3D** – Nuke Compositing – matte extraction, integration of 3d elements in plates.
- 2008/2009 – **Underworld 3** – Nuke Compositing – matte extraction, integration of matte painting in plates.
- 2008 – **Screamers 2** – Nuke Compositing, Color correction, Wire Removal, exr files integration.
- 2008 – **Repossession Mambo** – Nuke Compositing, Color correction, Wire Removal.
- 2007/2008 – **Death Race** – Nuke Compositing, Color correction, Wire Removal
- 2006 – **DINOSAURS 3D – Giants of Patagonia** – IMAX 3D experience - *entire feature rotoscoping, resolve plates distortion, color correction, and stab.*
- 2006 – **SUPERMAN RETURNS** – an **IMAX 3D experience** – *rotoscoping, matte pull out, keying.*