Dragos Jieanu

3D Artist / matte-painter

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Profile

Very active. I'm looking for work on fun projects with cool companies. I'm a CG-generalist with comprehensive knowledge in all areas of Digital Art Production. I possess in-depth knowledge and experience in digital matte-painting, 3D environments, general 3D animation and compositing, lighting, rendering, motion graphics and VFX.

My ambition is to attain a responsible position in a creative production environment. I'd like to constantly develop my artistic and technical skills, to create the highest possible quality of digital art.

Experience

3D Generalist / matte-painter, INDG Digital Communication, Amsterdam, Netherlands.
September 2007 - present day.

3D Generalist, Matte-painter, Black Mountain GmbH, Stuttgart, Germany.
March 2007 - June 2007

CEO, VFX Supervisor, Matte-painter, HotShots VFX, Bucharest, Romania.
Company started on February 2005 till present day. Clients: 4Kids Entertainment,Digital Dimension, XYBlue Design, Digital Dreams Int. Hong Kong,Sony Music, NAU, L-Studio,High Brand Media,MTV,Kiss TV

3D Generalist, Motion graphics artist, Compositer, Matte-painter, PRO TV, Bucharest, Romania.
May 2004 - February 2005

3D Generalist, lighting-rendering, Black Mountain GmbH, Stuttgart, Germany.
February 2004 - May 2004

3D Generalist, Motion graphics artist, Compositer, ANTENA 1 s.a, Bucharest, Romania.
May 2001 - February 2004

3D Generalist, P&CO Production s.a, Bucharest, Romania.

April 1999 - May 2000

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Education

University of Architecture Ion Mincu, Bucharest, Romania

Skills

- All aspects of shading , lighting and rendering.

- Digital Matte-Painting and compositing.

- VFX supervising

- Art direction of small teams of animators.

- Texturing, lighting, atmospheric FX.

- General animation.

- Story-boarding / pre-visualization.

- Editing (film, video, digital), compositing.

- Photo manipulation and texture/material creation.

- 2D graphic design.

Software/system/language proficiency

3DS Max , Photoshop, After effects,

Vray,Maxwell,Vue,Terragen,Mudbox,Nextlimit's Realflow,Boujou,Adobe Premiere.

Operating systems: Windows and MacOS

Awards and publications

- 3 CGTalk Awards

- 5 3D Total Excellence Awards

- Publishd in 3D Max 2008 Bible, 3D Max 2009 Bible,Ballistic Publishing D'Artiste Matte painting I and II, Ballistic Publishing Elemental 3, 3D World Magazine, 3D User,Xtrem-PC,CAD Designer, Almanahul Science Fiction 2008