

## PERSONAL INFO

### Birthdate

17.08.1979

### Birthplace

Brasov, Romania

### Residence

Brussels, Belgium

### Nationality

Romanian

### Languages

English, French, Romanian

# VIRGIL MIHAILESCU

3D CHARACTER ANIMATOR

## ABOUT ME

I'm a character animator, visual artist, tech artist, game dev, and music composer. I like to write, draw, playtest, experiment, and plan my next big thing. I love tech that inspires and enables art just as much as I love art that challenges and inspires tech.

## EXPERIENCE

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|-----------------------|---|
| <b>2018 - Present</b> | <b>Self employed</b><br>Senior Animator, Brussels BE<br>Contractual animation work for various studios in the EU and the UK.<br>Game Dev on my own IPs.   |
| <b>2017 - 2018</b>    | <b>The Creative Assembly</b><br>Senior Animator, Horsham UK<br>I worked on multiple Total War titles: "Warhammer 2", DLCs, "Warhammer 3", and "Thrones of Britannia". I helped/coached the CA animation team in Sofia BG. |
| <b>2015 - 2017</b>    | <b>Self employed</b><br>Game development, Bucharest RO<br>Game Dev on my own IPs.   |
| <b>2012 - 2015</b>    | <b>The Creative Assembly</b><br>Senior Animator, Horsham UK<br>I worked on multiple Total War titles: "Rome 2", "Attila", and "Warhammer".  |
| <b>2011 - 2012</b>    | <b>Ubisoft</b><br>Associate Lead Animator, Bucharest RO<br>I worked on "Zombie U" with the teams in Bucharest and Montpellier FR, in both locations.  |
| <b>2010 - 2011</b>    | <b>Ubisoft</b><br>Animator, Animation Coordinator , Bucharest RO<br>I worked on "Tintin and the Secret of the Unicorn" with the teams in Bucharest and Montpellier FR.  |
| <b>2007 - 2012</b>    | <b>Freelance</b><br>Freelancer, Bucharest RO<br>Various jobs as animator and CG generalist.   |
| <b>2007 - 2010</b>    | <b>Interactive DSG</b><br>Animator and 3D Generalist, Bucharest RO<br>I did 3D animation and VFX work for TV commercials and feature film.  |
| <b>2006 - 2007</b>    | <b>Teacher</b><br>Music High School, Brasov RO<br>I taught Piano and Rhythm classes.  |

## CONTACT

[www.virgil.weebly.com](http://www.virgil.weebly.com)

[virgilmihaiescu@gmail.com](mailto:virgilmihaiescu@gmail.com)

<https://www.linkedin.com/in/virgilmihaiescu/>

[virgil.mihaiescu](mailto:virgil.mihaiescu)

- 2003 - 2005**      **Freelance**  
Various, Bowling Green, Ohio. Chicago, Illinois, US.  
Odd jobs here and there in BG and Chicago.
- 2002 - 2004**      **Mid American Center for Contemporary Music**  
Graduate Assistant, Bowling Green, Ohio, US.  
Employed during my studies at the Bowling Green State University.

## EDUCATION

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- 2002 - 2005**      **Master in Music Composition**  
Bowling Green State University, Bowling Green, Ohio US  
Description of the education/course.
- 1997 - 2002**      **Music Composition**  
"Gheorghe Dima" Music Academy, Cluj-Napoca, RO  
I studied music and specialized in Music Composition.
- 1993 - 1997**      **Arts High School**  
Organization, Brasov RO  
Description of the education/course.
- Workshops and master classes**  
Animation, Acting for Mocap, Mocap Supervision,  
Storyboarding, Leadership, Music Composition, African  
Drumming..

## SKILLS

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**Character Animation, Creature Animation, Mocap Editing, Acting for Mocap, Mocap Supervision, Rigging, Facial Rigging, Scripting/ Programming [mel, python, c#, unreal blueprints], 3D Generalist, Drawing, Concept Art, Storyboarding, Image Editing, Video Editing, Music Composition, Sound Design**

## SOFTWARE

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A small selection of relevant software that I have used extensively:

### **3D Graphics**

Maya, Houdini, MotionBuilder

### **2D Graphics**

Photoshop, Fusion, Krita, TVPaint

### **Game Engines**

Unity, Unreal, Proprietary Ubisoft & CA Engines

### **Sound and Music**

Cubase, Reaper, Logic, Audition, Sibelius, Dorico

### **Others**

Adobe Suite, Office Suite, Vegas