Virgil Mihailescu
3D Character Animator

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I was born obsessed with drawing comics and writing stories, both of which I did a lot, as a kid. My parents being musicians, I was sent to music school, and there I discovered that writing music can be just as fun. So I followed that path through a few music schools, and meanwhile wrote a bunch of music. One day I discovered computer animation, I was forever in love with it, and switched back to my earlier passion for graphics and storytelling.

I learned animation mostly on my own. I drew hundreds of bouncing balls (if you add them one on top of the other they would reach the star Sirius and back 5 times or so, I think), animated dozens of walk cycles and a few pointless acting scenes for my first demo reel. Then I got hired by a small VFX company, doing 3D CGI and animation for commercials and film, I worked as a freelancer on a side, and then I started working at Ubisoft. I was animator and animation coordinator on 'Tintin and the Secret of the Unicorn' and then associate lead animator on 'Zombie U'. I then moved to Creative Assembly where I currently work on the amazing 'Total War' series.

In my spare time I'm writing, storyboarding, drawing, experimenting, scripting, and cooking 101% pure meth for the underground market..

I'm on a continuous journey of learning and discovery and I'm working towards my personal goal of better understanding cinematography, storytelling, the human mind, and the art and magic of character animation.

PS: I love pumpkin pie.