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Dan Nanu

Personal Information	<ul style="list-style-type: none"> • Date of birth: january 17, 1979 • Place of birth: Brașov, Romania • Nationality: Romanian • Marital status: married, one child
Outline	<p>I have been working in CG industry for 11 years, doing texturing, shading, lighting, MEL scripting for 3D and visual effects.</p>
Employment	<ul style="list-style-type: none"> • 2014 - present <p style="text-align: center;">Freelance senior 3D Texture Artist</p> <p>Projects:</p> <ul style="list-style-type: none"> • Mercedes - Benz CEO Dieter Zetsche's keynote full CG intro at CES 2015; • Felix Baumgartner: From Heaven to Green Hell - Trailer (Audi R8 LMS ultra viral); • Mustang “chase like a boss” project. <ul style="list-style-type: none"> • 2005 - 2013 MIRARI FILMS, Brașov- Romania <p>Head of Texturing Dept. responsible for supervising all aspects of the production from texturing department, coordinating the team, talking with directors and art directors and making sure the script and jokes were well translated in cg.</p> <p>I was also responsible for:</p> <ul style="list-style-type: none"> • Create photorealistic textures from scratch and from existing material for mapping • Set up and manage UVs for complex models • Work with modelers to ensure optimal UV layout • Work closely with shader/lighting artists towards producing the final look • Work closely with the Visual Effects Supervisor to deliver shots to their specifications

	<p>Among these I was responsible for creating various MEL scripts that speed up production and resolved many repetitive tasks, look development, shading, texturing, lighting, fur and hair development.</p> <p>Projects:</p> <ul style="list-style-type: none"> • Cute Attack VFX project, it's about a bear beating up a teacher for giving bad grades. The footage is all real with an actor and the bear is 3d; • Untitled VFX project, an in house developed show with aliens and flying dinosaurs. The footage is all shot on RED in the Nevada desert and the creatures are full realistic 3D models; • WYD (Who's Your Daddy), 5 minutes pilot for MTV, it has combined 3D and 2D shading with painted backgrounds; • Little Digger, a short 8 episodes series for Fox with the NASCAR gopher mascot. it's a 3D show with 5 furry characters and the nascar race; • The Drinky Crow Show the series, 10x11 minutes episodes about the adventures of a drinking crow and his monkey friend - with 2D shading; • Real Animals, realistic looking 3D project for Fox, portraying suburban life with animal characters; • Smart Animals, pitch for Disney, about a dog with 6 tentacles; • Drinky Crow, pilot done for Cartoon Network, based on the comic strip by Tony Millionaire; • Baxter and McGuire, mini series for Comedy Central; • The Mooch, pilot, short about a guy losing his job, his home and girlfriend in the same day <ul style="list-style-type: none"> • 2002 - 2003, TINY CREATURES, Braşov- Romania <p>Texturing Dept.</p> <p>Projects:</p> <ul style="list-style-type: none"> • Piccolo, Saxo et Compagnie, fully CGI feature film for Millimages, responsible with the environment texture, head of team who worked in Bucharest from Tiny Creatures; • Les Gnoufs, a 52 x 30 minutes episodes TV series, an animated cartoon created by Bertrand Santini, shown on many TV stations such as Foxtel, ABC, France 3, Disney Channel.
Skills	Specialized in texturing, shading, UV mapping, MEL scripting, lighting and rendering.

Software Knowledge	<p>I have extensive experience in: Maya and Photoshop. I am experienced with: Mari, Illustrator, ZBrush, Mudbox, Vue, Flash, MS Word, MS Excel. I have little experience with 3DMax.</p>
Education	<ul style="list-style-type: none"> • 2002 - 2007 Faculty of Mathematics and Informatics Subjects studied: programming, mathematics, computer graphics Graduation thesis: 3D Parametric Surfaces • 1997 - 2002 Faculty of Silviculture and Forest Engineering Subjects studied: Silviculture, Botany, Soil Science, Ecology, Wildlife Management and Trout Farming, Entomology, Zoology, Genetics, Dendrology, Informatics for Forestry, Operations Research and Computer Programming in Silviculture etc. Graduation thesis: Torrential Control • 1993-1997 “Andrei Şaguna” high school
Awards	<ul style="list-style-type: none"> • HONORARY MENTION for the 2013 CGSociety's Mari Contest (HELLKERBOT, Harald Belker's model); • HONORARY MENTION for the 2012 CGSociety's Mari Contest.
Communication and Team Attributes	<ul style="list-style-type: none"> • Fast learner and able to work independently with minimum supervision; • Diplomatic team leadership abilities; • Ability to work with diverse personalities and different cultures; • Provide support to more junior team members by providing artistic direction and assisting with technical difficulties; • Collaborate with other departments as necessary to ensure proper completion of assets and to ensure a smooth production; • Incorporates feedback and criticism to improve composition; • Keep up to speed with current industry trends; • Perform additional duties as required.
Interests	<p>Computers, Photography, Car driving, Playing guitar, Traveling, Mountain climbing, Fishing</p>
References	<p>Available on request.</p>