

ANDREI SAVU
General/Character TD
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TECHNICAL SKILLS

Character TD with over 8 years experience. Expert TD knowledge of Character, Object and Camera setup. VFX, Animation and Games experience as supervisor in Maya/Realflow/After Effects pipelines. Highly proficient in Game based Maya/UE3/MotionBuilder hybrid mocap pipelines. Well-versed in MEL for rigging, tools, and general pipeline design and integration.

VFX SUPERVISOR SKILLS

On and off-set experience also includes: Green screen shooting and digital set replication. Setting up HDRI shoot for CG integration and IBL. 2D and 3D camera tracking setup for set and character(digital double) integration. Mocap sessions experience.

EXPERIENCE 2009-current

CG Supervisor/Character Supervisor

Kompost
McDonald's

Responsible for handling means of completing 2 different 30 sec commercials in a 2.5 month period. Set up pipeline, integration methodologies, and led a team of riggers spanning over 20 animated characters involving hair, feathers, cloth and growing plant-life.

Character TD

Walt Disney Feature Animation

Responsible for running cloth and hair simulations and technical animation on on "Tangled" based on the story of Rapunzel with an expected release in 4th quarter of 2010.

Character TD/Rigger

Spark Unlimited

Responsible for facial and body rigging for most assets for the current pre-production of a video game based on a large franchise with an expected wide release in Winter of 2010.

Character TD

Picture Mill

Disney Dumbo

Responsible for facial and body rigging for the Disney character Dumbo a special feature segment to be released on a future DVD.

Animator/Rigger

Nylon

Yoplait Pitch

Responsible for rigging and animating a sequence of fruit splitting and peeling into another fruit that is inside of it.

Character/Mocap TD/Pipeline TD

Digital Domain

Responsible for facial and body rigging for human and animal characters. Also responsible for integrating mocap editing into character pipeline, technical animation and cleanup/fixes of sub-standard rigs created by others.

2008

Realflow TD/Rigger

National Television

Responsible for fluid dynamics and prop rigging for an all-cg character animation promo for the ABC show "Wipeout!".

Character TD

Charlex

Responsible for necessary rigging on animals and plants for an internal 2.5 minute spec project to be completed in fall 2009.

Modeler, Rigger and Character Animator (Pre-Vis)

Launch

Gillette, Kenco, LG, Martell, Oral-B, Sudafed, and others.

Responsible for modeling, rigging products and animating cameras and characters for pre-viz on numerous commercials.

Character TD/Rigger

The Famous Group

Building and maintaining a rig for a cloth creature. Building secondary dynamics and integrating nCloth and dynamic hair based elements into rig.

VFX Supervisor

The Famous Group

ShopStyle.com Shoot

Supervised on set for VFX integration of CG creature and digital set double. Surveyed data for proper CG camera integration and choreography for animated creature. Assisted in HDRI imaging of entire set for image based lighting.

Character TD/Animator/Realflow Artist

Big Machine Design

RiverWind - Paint It Lady

Rigged, animated and performed other generalist work on an intensive 5-week project with animating a digital double, fluid dynamics and VFX integration.

VFX Supervisor

Big Machine Design

RiverWind Casino Shoot

Supervised 3 motion-controlled shots with multiple passes, green screens and elements to be tracked. Recommended talent performance to match VFX concept and collected data to rebuild set and animating digital doubles.

Character TD/Animator/Realflow Artist

Big Machine Design

RiverWind - Rainbow People

Rigged and animating digital double to tracked footage and collected set data.

2007

VFX Supervisor

Big Machine Design

RiverWind Casino Shoot

Responsible for taking survey data on shots to be tracked in post

Rigging Supervisor

Threshold Animation

3D Feature: Foodfight!

Led a team of 6 riggers through a roller coaster feature production.

Character TD and Animator

Big Machine Design - Job: Jetix Masters

Client: Disney

Rigging and Animating of fighting laptops for a Disney channel promo.

Character TD

Ring of Fire - Job: Archer Farms

Client: Target

Responsible for R&D and execution of rigging a flying cow for this high-profile national spot.

2003 - 2006

Character TD and Animator

Lipow/Stoner Design

Client: Animal Planet

Project lead of a 5 artist team. An 8-week project consisting of a TV package for Animal Planet's Friday night series called TailEvision.

3D Generalist and After Effects Artist

Blue Rock, Saucer-attack, FishEggs, Dogmatic, Pure, RedCar, Homestead, Cut & Run Editorial, Saucer-Attack, Pure, Element

Maya Generalist and After Effects work for numerous commercials from pre-viz through render. At times solely responsible for all 2D and 3D work.

Character TD/Rigger

Callaway Arts & Entertainment

Responsible for rigging 15 different x-ped insects for the title: "Read with me DVD - Miss Spider's Tea Party"

Maya Instructor

Pratt Institute, City College; NYC

Teaching Maya 1, 2, Rigging and MEL

Responsible for the inception and development of the first rigging course offered at Pratt Institute.

WORK ELIGIBILITY

Outside of the USA I am also eligible to work within the EU. I do not need a work visa within Europe.

EDUCATION

BFA Computer Graphics and Interactive Media

1999-2003

Pratt Institute, Brooklyn, NY

Dean's List

RECOGNITION

Silver Winner

The 2007 Create Awards

Category: PRODUCTION/POST PRODUCTION (MOVIE/TELEVISION CREDITS/OPENINGS)

Title: TAILEVISION FRIDAY OPEN

Worked on 1st Nationally Broadcasted Commercial in 3D

Featuring Sobe lizards as a Super Bowl XLIII half-time 60 second spot.

REFERENCES

Available upon request