

Alex Postelnicu

PHANTOM

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creative design direction vfx interaction

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Seeking to obtain a position with an openminded and innovative company willing to encourage my creativity, skillset and professional ambitions through challenging projects of any scale, while allowing me to positively influence its collaborative working atmosphere.

Experience	Art + Vfx Direction / CoDirector	Humble, NY	2008 - 09
	Vfx Chef du Cuisine	Digital Kitchen, NY	2008 - 09
	Art Direction / Vfx Designer	Brand New School, NY	2008
	Art Direction / Vfx Designer	Stardust Studios, NY	2008
	Art Direction / Vfx Designer	Resident / wild(child), NY	2008
	Vfx Artist / TD	American Museum of Natural History, NY	2008
	Vfx Artist	Method Studios, NY	2008
	Lead Vfx Artist / Designer	Brand New School, NY	2007 - 08
	Art Director, Designer	Wiseguys, CH	2007
	Interface / UX Designer	OBT SesameVault, NY	2005 - 09
	Lead Vfx Artist / Designer	RudasStudios / Stofff, DE	2006
	Lead Vfx Artist / Creative / Designer	Ultra Images, CH	2004 - 06
	Inter/Reactive UX Designer	NYU Motion Capture Lab NY/LA	2004
	Animation Experience Designer	Imaginary Forces, NY	2004
	Motion Designer / Story Boarding	Perception, NY	2004
	Interface Designer	Vidvox, NY	2003 - 05
	Conceptual Design, Visual Programming	BadMagicNumber, NY	2003
Designer, Animator	Manhattan Transfer (Method) + Plus et Plus NY	2002	
Designer, CI, Print, Web, Motion, Animation	Black Logic, 4Front, CBS, Aquent, Groove2 - NY	1993 - 01	

I've been involved with concepting and directing design heavy projects involving up to 20 artists, producers and assistants and kept up a good spirit and high morale throughout the projects and consistently delivered on time and within budget. Worked directly and continuously with clients, from conception to delivery; and have lead and supervised several intricate visual effects projects as a flame and After Effects artist.

The following is a list of end clients or products; lead roles marked with °

food: Trident°, Ritz°, KraftFoods°, Baileys°, Hersheys, Coca-Cola, CapriSun, Migros, Coop
 communication: O2 Vodafone°, Charter°, Swisscom°, BlueWin° vehicles: Chrysler°, Toyota, Volvo
 products: Chrysler°, Garnier°, SwissTextiles°, Panasonic, Novartis, Plaston, Crest, Lexmark, Texas Instruments
 finance: Chase°, Zurich°, NYSE°, UBS, Allianz other: MoMA, American Museum of Natural History, United Architects
 networks: BBC°, ESPN°, Discovery Channel, CBS, TNN, RushHD, Treibhouse Event Mgmt*, HBO, USA Networks

Tools + Skills

Creative Skills:

Concepting, Design, Direction, Treatment, Strategy, Storyboarding, Vfx Supervision, Delegation, Compositing, Effects Design, Interaction/Interface Design, Motion Design, Identity Design, Product Design, Event Design, Photography

Managerial Skills:

Client sensitivity and multi-language presentation abilities. Resourcefulness and flexibility. Team improvisation and empowerment. Job scheduling and estimation. Development and sustainment of project workflows, methodology, toolsets and conventions

Technical Skills:

imaging: Photoshop, Illustrator, InDesign, Dreamweaver, Aperture, Pencil, Paintbrush, Scissors, Wood Planer
 video: Flame /Inferno, After Effects, FinalCut Pro, Lustre, Maya (modeling, animation), VDMX.
 interactive/programing applications: VDMX, MAX/jitter/vns, javascript (AFx + Flash), and some Mel, CNC Mill/Laser

Education

High School: German School New York, (white plains, ny) 1989 - 98
 University: Rensselaer (RPI) - (troy, ny) 1998 - 04
 Maastricht University - NL; for international business and organizational behavior 2001
 ETH, Swiss Federal Institute of Technology - CH; for architecture and product design 2002 - 03
 Dual Major: Electronic Media and Communication (interactive media) and Management (marketing)
 + GPA (overall) (Deans List) 3.25/4.0 + GPA (within EMAC major) 4.0/4.0

I am fluent in five languages: English, German, French, Italian, Romanian and have a loving understanding of Spanish.