

Ileana Dana DARIE

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LANGUAGES: English, French, and Romanian

OBJECTIVE: To apply my 3D skills and artistic talent to constantly broaden my experience and deepen my knowledge.

RELEVANT SKILLS

- 14 years of experience in 3D graphics
- 7 years experience as a teacher
- strong mathematical understanding
- excellent artistic eye
- 4 years of experience in the field of TV image
- hard working, self-starter, quick on the uptake, well-organized, efficient, self-motivated
- able to work independently and as part of a team
- ability to plan, organize and prioritize the work in order to meet deadlines
- willingness to learn and explore new technologies

TECHNICAL SKILLS

Extensive knowledge of Maya - Rigging, Animation, Modeling, Texture;

Extensive knowledge of 3DS MAX- Rigging, Animation;

General knowledge of Motion Builder, Adobe Photoshop, Adobe Premiere, Adobe After Effects, Amiga-Scala.

EXPERIENCE

11/2007 – present Université du Québec à Chicoutimi & NAD Center Montreal

3D Rigging and Animation and Traditional Animation Teacher

My main achievements are: Teaching the principles of animation, 3D animation and rigging to Bachelor Degree level

01/2007 – 09/2007 CINEGROUPE Montreal

Rigger

My main achievements were: Upgraded the quality of the rigging for the new HD season of “Tripping the Rift” – a TeleToon production

05/2006 – 09/2006 HALIFAX FILM Halifax

Rigger and TD

My main achievements were: Rigging for “Bo on the Go!” – a CBC production

05/2005 – 12/2005 DAMN fx Montreal

Rigger and TD

My main achievements were: Rigging and Modeling for “Annie Broccoli” and different shows for “National Geographic”

04/2005 - 08/2005 ICARI Montreal

Maya Instructor
My main achievements were: Teaching Maya

03/2004 - 01/2005 METEOR STUDIOS Montreal

Rigger and TD
My main achievements were: Rigging for “EXORCIST: The Beginning”, “ALIEN PLANET”, “THE LIBRARIAN”, “FANTASTIC FOUR”. Some of my characters are featured in National Geographic's HD promos.

01/2004 - 02/2004 SIDE CITY Montreal

– a games company

Modeler and Texture and Tester in Games Engine
My main achievements were: Modeling Environment and applying Texture for the project “STREET RACING SYNDICATE” - a racing game created by Eutechnyx

07/2003 - 11/2003 GALAFILM PRODUCTION & Inc. Lone Monkey Company Inc Montreal

- a film production company

Modeler and Texture and Render Setup
My main achievements were: Modeling and Texturing and Render Setup for the project “FUNGUS THE BOGEYMAN” a CBC and BBC production

08/2002- 06/2003 JPPS School Montreal

Teacher Assistant

09/1999 – 04/2001 TINY CREATURES Romania

Rigger, Mel scripting (2 years)
My main achievements were:
 Complete Character Setup and face expressions (BlendShapes) for “Dr. Vet”, a production of MANAGEMENT and DR. VET PRODUCTIONS.
 Rigging for SPHERICS , a production of PASSION PICTURES Ltd. and SLAVE STUDIOS Ltd. - London
 Rigging for YAZZOO WAZZOO, a TOUCHWOOD ANIMATION production
 Rigging and face expressions for MANGA – a Tiny Creatures project
 Optimizing scenes with Mel scripts

Modeler - NURBS and Polygonal (1 year)
My main achievements were:
 Modeling props and locations for the TV-series STEVIE STARDUST, a STARDUST ENTERTAINMENT and UNITED STARDUST AG production - Germany
 Modeling for commercials (Floriol and Bergenbier)

12/1997 – 06/1999 ProTv – National Broadcasting Television Channel Romania

Audio-video operator
My main achievements were:
 Online audio-video operator and created 2D graphics in Insciber

09/1995- 12/1997 Energetic High school Romania
Mathematics Teacher (part time position)
My main achievements were: Teaching Mathematics and improving the curriculum

06/1995 – 12/1997 **TV Canal P+** Brasov- Local Broadcasting Television Channel Romania
Programs coordinator, audio-video operator, image-editor
Organizing and checking material for broadcasting
Created 2D graphics in Scala/Amiga
Operating audio-video online
Editing audio-video the news and other TV programs

EDUCATION

05/2009 – 09/2012 **UQAC** Montreal
Master in Fine Arts

09/2005 – 04/2009 **CONCORDIA UNIVERSITY** Montreal
B.F.A in Fine Arts with Major in Film Animation

10/1990 – 07/1995 **UNIVERSITY OF SCIENCES – Brasov** Romania
B.Sc. in MATHEMATICS

02/2002 – 10/2004 **MINISTRY OF EDUCATION, RECREATION AND SPORT – Quebec** Montreal
Teaching permit for Mathematics and Sciences – high school level

09/2003 – 04/2004 **UNIVERSITE DE MONTREAL** Montreal
Étude Cinématographique – UNCOMPLETED

REFERENCES - available upon request