MIHAIL LUPU

3D Artist

My name is Mihail Lupu and I was born in Campina – Romania on May 12, 1985. I am a 3D artist specialized in character/environment design, modeling/texturing and material development for games, cinematics and films. I am always interested in working on new projects.

With a strong traditional art background I have the ability to follow concept art very closely, to be a part of the art direction team and have the capacity to adapt to any given visual style. If you like my work and want to be part as a freelancer for your projects, feel free to contact me.

CONTACT ME

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🖥 http://mihailupu.ro

🏠 Romania, Bucharest

EDUCATION

Sculpture MASTERS DEGREE
National University of Arts
Bucharest - Romania
2008 - 2010

Fine Arts BACHELOR DEGREE
National University of Arts
Bucharest – Romania
2005 - 2008

SOFTWARE SKILLS

- 3D Studio Max
- Zbrush
- Maya
- Photoshop
- Substance Painter
- After Effects
- Marvelous Designer

WORK EXPERIENCES

2010 Present

LEAD CHARACTER ARTIST
Gameloft - Bucharest, Romania

- (2021) Lead 3D Character Artist
- (2019) "*Modern Combat 5*" (GE) Senior 3D Character Artist

Lead 3D Artist Mar 2015 – Aug 2018

- (2018) "*Asphalt 8*" (Game evolution - Bucharest studio) - Local Lead
- (2018) "*Disney Magical Kingdom*" - Local Lead 3D Artist
- (2017) "*Asphalt: Street Storm Racing*" - Lead 3D Artist
- (2015) RnD games - Lead 3D Artist

Senior 3D Artist Jul 2013 – Feb 2015

- (2014) "*Modern Combat 5*" - Senior 3D Environment Artist

3D Artist Jun 2010 - Jun 2013

- (2012) "*N.O.V.A. 3*" - 3D Artist
- (2011) "*Fast Five*" - 3D Artist
- (2010) "*N.O.V.A. 2*" - 3D Artist

2018 2019

Freelance 3D ARTIST
Armada Interactive IO - Helsinki, Finland

CGI assets - modeling and texturing / lookdev
(Zbrush / 3Ds Max / Substance Painter / V-ray)

2017

Freelance 3D ARTIST
Petersen Games - Texas, US

Digital sculpting / modeling creatures for 3D printing
(zBrush / 3Ds Max)

2016 2018

Freelance 3D ARTIST
GuidiGO - Paris, France

Augmented Reality projects. (3D modeling / texturing / rigging / unity shaders)

FOLLOW ME

PERSONAL SKILLS

- 3D Character / 3D Creature Design
- Digital / Traditional Sculpting
- Hard Surface / Organic Modeling
- Texturing / Rendering / LookDev
- Rigging (Character / Mechanical)
- MAXscript
- Drawing and Painting

AWARDS

CG SOCIETY
SOCIETY OF DIGITAL ARTISTS

Apr.2019 CG Award

Feb.2019 Featured Award

Ian.2019 Featured Award

Aug.2013 Featured Award

AUTODESK. AREA

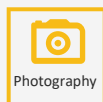Feb. 2019 Editor's Pick

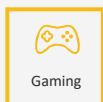**SUBSTANCE**

Feb. 2019 Featured artwork

PRESS

Xeno Creatives February 28, 2020:

"*Raised to Become an Artist: Mihail Lupu*"

INTEREST

Photography | Gaming | Traveling

WORK EXPERIENCES (CONTINUE)

2015
2017
Co-FOUNDER / 3D Generalist ARTIST
FATMAN Studio - Bucharest, Romania

Advertising / VFX / Augmented Reality / Game cinematics
- RockTv: Idents (VFX)
- URSUS Retro: Still packshots
- Betty Ice: Still packshots.
- Bergenbier - Event Intro Video (VFX)
- Bitdefender - Event Intro Video (VFX)
- PragmaticPlay: Game Cinematics (VFX)
- Next Advertising: Adagin (VFX)

2015
2018
Freelance 3D ARTIST
FrameBreed Studio - Bucharest, Romania

I worked as a freelance 3D generalist artist with Framebreed team.
Great people! (Advertising / VFX / Compositing / Rendering / Modeling)

2013
2015
Freelance 3D ARTIST
Colorbitor Studio - Bucharest, Romania

I worked as a freelance 3D generalist artist with Colorbitor team.
(Advertising / VFX / Compositing / Rendering / Modeling)

2010
2009
Junior 3D CHARACTER ARTIST
HeavyWorks Studio / Bucharest, Romania

"*Alganon*" – Junior 3D Character Artist

2005
2008
Prop and Painter ARTIST
Media Pro Pictures / Buftea, Romania

Sculpture & Painter Theatre props for film production:

- (2009) "Blood Creek" Town Creek (original title)
- (2008) "Fire & Ice: The Dragon Chronicles"
- (2007) "The Seeker: The Dark Is Rising"
- (2007) "Blood and Chocolate"
- (2005) "The Cave"