

# TELEKI RAUL JOSHUA

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<b>EDUCATION</b>	<ul style="list-style-type: none"><li>- <b>Architecture University Ion Mincu, Bucharest, Romania</b> <b>2004-2012</b> Obtained a scholarship in the 1<sup>st</sup> year of studies and completed a dissertation on the subject of old age and the environment in the final year as well as a diploma project on a related subject.</li><li>- <b>Massive Black Concept Art Workshop, Prague, Czech Republic</b> <b>2006</b> I was invited to this workshop for my modeling aptitudes.</li><li>- <b>Ralex School of English, Rm. Valcea, Romania</b> <b>1994-2002</b> Studied English in this private school for at least 8 years.</li><li>- <b>National Highschool "Al. Lahovari", Rm. Valcea, Romania</b> <b>1992-2004</b></li></ul>
<b>FEATURE FILM EXPERIENCE</b>	<ul style="list-style-type: none"><li>- <b>Guardians Of The Galaxy</b> - MPC London <b>2014</b></li><li>- <b>Beauty and the Beast</b> - Scanline VFX <b>2013</b></li><li>- <b>Vaterfreuden</b> - Scanline VFX <b>2013</b></li><li>- <b>White House Down</b> - Scanline VFX <b>2013</b></li><li>- <b>Snowpiercer</b> - Scanline VFX <b>2012</b></li><li>- <b>Cloud Atlas</b> - BlackMountain <b>2012</b></li><li>- <b>Super 8</b> - Pixomondo <b>2011</b></li><li>- <b>Dear Anne</b> - 263 Films <b>2006</b></li></ul>
<b>WORK EXPERIENCE</b>	<ul style="list-style-type: none"><li>- <b>MPC, London, England</b> <b>2014</b> <i>Jan 2014 - Jun 2014</i> Technical animator on Marvel's Guardians of the Galaxy.</li><li>- <b>Topalsson, Munich, Germany</b> <b>2013</b> <i>Oct 2013 - Jan 2013</i> Generalist for automotive industry films.</li><li>- <b>Scanline VFX, Munich, Germany</b> <b>2012-2013</b> <i>Nov 2012 - Aug 2013</i> Senior modeler and cloth setup for feature film.</li><li>- <b>Black Mountain, Stuttgart, Germany</b> <b>2012</b> <i>Apr 2011 - May 2012</i> Generalist for feature film project.</li></ul>

- **Pixomondo, Frankfurt, Germany** **2010-2011**  
*Sept 2011 - Dec 2011*  
 I worked as cloth TD, styleframe artist and character artist.  
*Mar 2011 - May 2011*  
 I was lead environment artist for the feature film 'Super 8'.  
*Aug 2010 - Mar 2011*  
 I started out as a generalist for Pixomondo and ultimately ended up doing pitch jobs and styleframe jobs as well as commercials.
- **Black Mountain, Stuttgart, Germany** **2007-2009**  
*Jun 2009 - Nov 2009*  
*Jun 2008 - Nov 2008*  
*Jun 2007 - Nov 2007*  
 I worked as modeler, but also did lighting and shading as well as other tasks for tv commercials.
- **263 Films, Milano, Italy** **2006-2007**  
*Jun 2006 - Jan 2007*  
 I worked as a modeler for feature film production. My main focus was character modelling and sculpting.

**A W A R D S  
& FEATURES**

- **Interview with [www.animationmagazine.eu](http://www.animationmagazine.eu)** **2014**
- **Work featured in Playboy magazine** **2009**  
 A poster done for the Mafia II game with noemotion.net was displayed in the Czech Playboy magazine.
- **Interview with [www.3dtotal.com](http://www.3dtotal.com)** **2007**
- **Interview in XtremPC magazine no. 55** **2004**  
 XtremPC is a Romanian printed magazine.
- **CgTalk award** **2003**  
 I received an award for an anatomical piece at the age of 17. The award doesn't mean much, but it did to me back then.

**S K I L L S**

- **Languages and communication**  
*English - Fluent*  
 8+ years study in a private English school.  
*German - Beginner*  
 Learned how to speak basic German while living in Germany.  
*Romanian – Native*  
  
 I am an open person, I have no problems making myself understood in an English speaking environment.
- **CGI related 3d software:**  

Autodesk Maya	mid-senior / TD
Autodesk 3ds Max	senior
Autodesk AutoCAD	senior
Autodesk Soft. Xsi	mid-senior

- **CGI related 2d software:**
  - Adobe Photoshop senior
  - Foundry Nuke mid-senior
  - Adobe Illustrator junior
  
- **CGI related sculpting software:**
  - Autodesk Mudbox senior
  - Pixologic Zbrush senior
  - Pilgway 3d-coat mid-senior
  
- **Traditional media:**
  - Drawing & Modeling
  - Architecture scale model production

**INTERESTS**

- **Art**  
Anatomy, architecture, sculpture, painting, drawing, music.
  
- **Diversity**  
Meeting new people, working in interesting, innovative environments, finding the best way to do both personal and professional work.

**REFERENCES**

- **Available upon request**