



# Vlad Vernica

Concept illustrator



## Experience

*No experience left me more impressed of what you can learn from good teamwork.  
Nevertheless, great ideas also come from a place of solitude and full awareness of the present time.*

- since 2017  **www.vladvernica.com - Founder Vernica Partners Architectural Visualization** Brasov Romania
- Developing professional illustrations together with a stable team of CG artists
  - Working with international architecture offices
- 2014-2016 **Collider Visuals - Co-founder** Bucharest Romania
- This studio is dedicated to making Real Time visualizations and artistic animations based on the latest 3D engines
- Co-founder with Arh. Tudor Gheorghe*
- since 2012  **www.vladvernica.com - Freelance Architectural Visualization Artist** Bucharest Romania
- Developing professional illustrations ranging from basic 3D modelling to final post-production
  - Working with various international and national architecture offices
- 2012-2013 **Wigwam Studio - Architect and Rendering Artist** Bucharest Romania
- Managed small projects ranging from apartment buildings to single family houses and interior designs
  - Worked on the concept design phase and creating the appropriate renderings
  - Created 2D technical drawings
  - Negotiated the design parameters with the client and the construction team
  - Supervised the execution of the project from design to delivery
- Supervisor: Arh. Razvan Barsan and Arh. Laurentiu Vlad / www.biroudearhitectura.ro*
- 2011-2012 **Camerazece Studio - Co-founder** Bucharest Romania
- Rendering, animation and training in architectural rendering
  - Head of architectural visualization post-production
  - Instructor in 3dsMax modelling, rendering and PS post-processing
  - Developed and adapted my own courses and teaching methods
  - Lead business development and team management
  - Business plan for online training in arch. visualization courses
- Co-founder with Arh. Oprea Razvan / www.camera10.ro, www.camerazece.com*
- 2011-2012 **"Matache" Halls Project - Volunteer Architect** Bucharest Romania
- Urban regeneration project against the local corruption in urban planning
  - Provided Architecture solutions and concept renderings
  - Proposed solutions for new pedestrian areas and urban connections
  - Participated in studies for remodeling the commercial and residential areas
- Coordinator: Arh. Raluca Munteanu / 1st Prize at 2012 Romanian National Biennial - unbuilt projects*
- 2009-2011 **GoEast Architects - Junior Architect** Bucharest Romania
- Developed residential and interior design concepts
  - Rendering, architectural and furniture technical drawings
- Supervisor: Arh. Marian Toderascu / www.goeast.ro*



## Software

Each image is an opportunity to test and discover new techniques and technology. I can never stop learning and be amazed of what I can do with just a little research.

**Basic Tools** - Software used on daily basis. I never stop to explore.

- **Autodesk 3dsMax with V-Ray rendering** (9 years experience + 1 year as instructor)  
Additional Plugins: Solidrocks, itoo Forest, MultiScatter, Snowflow, CGsource Tools, VP walls&Tiles, Ghost-Town, etc.
- **Adobe Photoshop** (8 years experience + 1 year as instructor)  
Additional Plugins: ColorEfex Pro, Knoll Lightning, Coolorus
- **Unreal Engine 4** (3 year experience)

**Additional Tools** - Software Used occasionally, depending on the project.

Advanced knowledge

- Autodesk Revit Architecture and AutoCAD
- Adobe Illustrator
- SpeedTree
- An(i)ma
- Shader Map Pro

Beginner knowledge

- Adobe Premiere Pro
- Adobe After Effects
- Red Giant Software
- CryEngine 3
- Rhinoceros - Grasshopper script
- Esri CityEngine
- Perforce (Source control)



## Education

2005-2011 **Master in Architecture and Urban Design** Bucharest  
Romania  
• University of Architecture and Urban Design ION MINCU (U.A.U.I.M)  
*Advisers: Prof. Arh. Dorin Stefan, Arh. Octavian Neculai, Arh. Dan Dinoiu*

### Additional Training & Classes

2011 **Questionable Traditions - Parametric Design and 1:1 Digital Fabrication - 4 weeks** Bucharest  
Romania  
• U.A.U.I.M and T\_A\_I: Digital Design and Fabrication Methods  
• An intensive full time training in parametric design where the final task was to produce a 1:1 scale model using  
*Coordinator: Arh. Tudor Cosmatu and Alexander Kalachev / www.tailab.wordpress.com*

2010 **Traditional Architecture Study - 8 weeks** Madrid  
Spain  
• Centro de Investigacion de Arquitectura Tradicional and U.A.U.I.M.  
• Research concerning traditional architecture in north and central Spain  
• Collaboration with Spanish architects and professors

2009 **School of Bunesti - 4 weeks** Bunesti  
Romania  
• Architects Union of Romania (U.A.R.)  
• An alternative school for architecture. Built the first construction of the future campus with help from local carpenters, combining architecture with traditional methods.  
*Provided by www.bunesti.ro*



## Publications & Awards

- 2015 **3dArchitettura.com - Virtual Reality** www
- Article about my work on Virtual Reality  
<http://www.3darchitettura.com/collider/>
- 2015 **"igloo habitat&arhitectura no 165" (september 2015) - Virtual Reality** Bucharest  
Romania
- Article about my work on Virtual Reality Startup  
<https://www.igloo.ro/sky-is-the-limit/>
- 2012 **"Cui i-e frica de cartierul Matache? Principii de regenerare urbana zona Matache"** Bucharest  
Romania
- "Principles of urban regeneration for Matache quartier" - Pro Patrimonio publishing
  - Rendering and concept illustrations
- 1st Prize at 2012 Romanian National Biennial - architecture publications section  
ISBN 978-973-0-12245-9*
- 2011 **igloo: "Restaurante din romania" ("Romanian restaurants") - Madame Pogany design** Bucharest  
Romania
- article about Go east architects and the design of Madame Pogany Restaurant  
[www.igloo.ro/carti/restaurante-din-romania/](http://www.igloo.ro/carti/restaurante-din-romania/)  
ISBN: 606-8026-19-0
- 2011 **"igloo habitat&arhitectura no 112" (april 2011) - Madame Pogany design** Bucharest  
Romania
- Article about Go east architects and the restaurant design - client Radu Rosseti and Dinu Patriciu  
[www.blog.igloo.ro/bucuresti-madame-pogany](http://www.blog.igloo.ro/bucuresti-madame-pogany)



## Personal Interests

Sometimes it is good to do something completely different and have a break.

- since 2012 **Delivering Life - We create memorable events** Bucharest  
Romania
- Because we are stressed and burdened by the weight and importance of life. Because we started not to see the obvious. Because we have needs and problems that we have given up believing that we can influence. Because we believe in beautiful and lively people who hide inside people that everyone sees.

*Co-founder with Andrei Tudose and a great team / [www.deliveringlife.com](http://www.deliveringlife.com)  
You are welcome to this life, please enjoy!*

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www.vladvernica.com

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Thank you for reading.  
Last updated 5 January 2017