

Cristiana Grati

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🌐 cristianograti.weebly.com
cristigrati.weebly.com

Sex Feminin | Data nașterii 12/08/1992 | Naționalitatea MD

OBJECTIVE

Continually expand my abilities as a matte painter and integrate new and varied software into my arsenal of tools.

WORK EXPERIENCE

2D artist (2012-2013)
Magicindie SRL

- The creation of the concept art, backgrounds art for casual game Brink of Consciousness: The Lonely Hearts Murders.
- Develop my skills in Adobe Photoshop.

Concept artist (2013-2014)
Magicindie.com

- Created the concept art, characters and backgrounds for casual game NEARWOOD.
- I generate the idea for the game logo.
- Technologies: Adobe Photoshop, Adobe Illustrator.

Lead artist (2014-2015)

- Created the art for the game Burn the Word: concept art, characters backgrounds, UI design.
- Animated the main character of the game.
- Developed the game logo.
- Worked on an android application, I was involved in the testing game.
- Technologies: Adobe Photoshop, Adobe Illustrator, CorelDraw, SPINE.

Character artist (2014-2016)
Magicindie SRL

- Created the concept art, characters, landscapes, cutscenes for RPG game Shadow Quest.
- Generated idea and created the game logo.
- Painted the game assets: icons, effects, etc.
- Worked on an android application, I was involved in the testing game.
- Collaborated in maintaining and updating the game Shadow Quest.
- Apply my abilities in graphic design and I created posters for advertising.
- Technologies: Adobe Photoshop, Adobe Illustrator.

2D artist (2015-2016)

- Created the art for the game Archer's Revenge: concept art, main characters and monster characters, backgrounds.
- Created original UI assets for game.
- Animated the main characters of the game.
- Developed the game logo and poster for advertising.
- Worked on an iOS application, I was involved in the testing game.
- Technologies: Adobe Photoshop.

WEB Designer
(iunie-octombrie 2016)
Creat Studio SRL

- I worked for The Hello Marketing project, which was about the online book „Antology” (10-12 classes). I made the web design.

Graphic Designer (2012-2016)
Freelance. Dirax SRL. PPE SRL.

- Design: visit cards, logos, brochures, posters, flyers, etc.

Graphic Designer (2015-2016)
Personal project.

- The educational game-book for children.

EDUCATION AND TRAINING

- (2012- 2016) **Bachelor of Design and Printing Technologies**
Technical University of Moldova, Faculty Textile Industry, Specialty Design and Printing Technologies, Chisinau, Moldova Republic of
- (2009- 2012) **Diploma of Graphic Design Specialty**
College of Fine Arts „Al. Plămădeală”, Graphic Design Specialty, Chisinau, Moldova Republic of
- drawing, painting, graphic design, history of art, composition.
- 2009- 14.06.2011) **Diploma of Baccaureate**
College of Fine Arts „Al. Plămădeală”, Chisinau, Moldova Republic of
- Mother tongue , english language, geography, history of art.
- (2002- 09.06.2006) Basic education in the art school, Orhei, Moldova Republic of
- drawing, painting, graphic design, history of art, composition.
- (1999- 2009) Certificate of secondary education
Gymnasium "Mihai Eminescu", Orhei, Moldova Republic of

PERSONAL SKILLS

- Mother tongue** romanian
- Other languages** Russian, english
- Computer skills** Adobe Photoshop (advance),
After Effects (average),
Adobe Indesign (advance),
Adobe Illustrator (advance),
Corel Draw (advance),
AutoCAD (average),
SPINE (advance) □

Driving licence B

- Publications**
- VLAS, I.; GRATI, C. *Analiza modalităților de stilizare a imaginilor vector*. Conferința Tehnico-Științifică a Colaboratorilor, Doctoranzilor și Studenților, 2014, vol. III
 - GRATI, C. *Inside Saga Tenebrae: Character Development*. Articol, Compania MagicIndie SRL, resurse disponibile online [www.magicindie.com/magicblog/2013/12/18/inside-saga-tenebrae-character-development/], 2013
 - CAZAC, V.; GRATI, C. *Analiza elementelor interactive ce contribuie la dezvoltarea abilităților la copii*. Conferința Tehnico-Științifică a Colaboratorilor, Doctoranzilor și Studenților, 2015.
 - DAVID D., GRATI C. *Arta nu are sex, vîrstă sau culoare*. Compania EA. Sursă disponibilă online [<http://ea.md/game-artista-cristiana-grati-arta-nu-are-sex-varsta-sau-nationalitate/>], 2016
 - SMOLNITCHI A., GRATI C. *Cristiana, între real și virtual*. Programul NEAȚA. Sursă disponibilă online [<https://www.facebook.com/563951333708305/videos/694668547303249/>], 2016
 - POPESCU-PARA A.; GRATI C. *Cristiana - autoare de personaje din jocurile video*. Programul NOI. Sursă disponibilă online [http://www.noi.md/md/news_id/81685?utm_campaign=shareaholic&utm_medium=facebook&utm_source=socialnetwork], 2016
- Conferences**
- Analiza modalităților de stilizarea la realizarea imaginilor vectoriale, UTM, Chișinău 2014.
 - Analiza elementelor interactive ce contribuie la dezvoltarea abilităților la copii, UTM, Chișinău, 2015.