

ROBERT ANGHEL

TECHNICAL DIRECTOR / 3D · VFX · PRODUCTION & POST-PRODUCTION

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PROFILE

My work spans the technical side of visual production and post-production, including 3D, VFX, interfaces, platforms and tool integration. I organize and improve workflows while coordinating with creative teams and clients from initial planning through delivery.

EXPERIENCE

FrameBreed Studio – framebreed.com

Mar 2024 – Present

Technical Director

Contractor / Remote / Part-time

Progression 3D Generalist · Mar 2024–Nov 2025 → Technical Director · Nov 2025–Present

- Coordinate production communication across teams, clients and agencies, including estimates, versioning, formats and deliverables for commercial projects.
- Work hands-on across previs, 3D/VFX, lighting, rendering, editing, graphics, retouching, AI-assisted workflows and on-set VFX supervision.
- Integrate AI tools into existing workflows to make production more efficient.
- Projects I contributed to: Adidas Predator 25, New Balance Gator Run, Croco 3D, Mentos Mammoth 2025, Hermes, Vodafone 2026, Salt Bank (Lenes), Zuzu 2024 and Heineken.

VELIUMIN – veliumin.com

Mar 2023 – Present

Founder / Creative Director

Part-time

- Built the fashion brand from the ground up, including its identity, product graphics, collections, tech packs, Shopify themes, campaigns and e-commerce operations.
- Coordinated photo shoots and work with manufacturers in Asia; handled budget planning, retail materials and a physical pop-up from concept to launch.

Tranding Social Media

Sep 2023 – Aug 2025

VFX Artist

B2B / Project-based

- Created product visualizations and short CGI ads, and handled editing, post-production and 3D/VFX integrations for the agency's clients.
- Created short-form visuals for product, hospitality and location-focused projects, tailored for Reels and TikTok.

EDUCATION & CERTIFICATIONS

Titu Maiorescu University, Bucharest

2023 – 2026

BSc in Computer Science

GOOGLE Foundations of User Experience (UX) Design · 2025

AWS AWS Academy Graduate · Cloud Foundations · May 2026

INDEPENDENT PROJECT

SPETA.IO – speta.io

2026

- Built a legal research platform with an LLM API, a database and a service that tracks changes to Romanian legislation.
- The platform supports legal research through natural-language questions and answers with citations to relevant articles and sources. It is designed for law students, lawyers and in-house legal teams.

SKILLS & TOOLS

Production Technical direction · Previs · Client and agency communication · Versioning and delivery · On-set VFX supervision

3D / VFX 3ds Max · Maya · Blender · Lighting · Rendering · Rigging · Compositing · Tracking

Post / Design Premiere Pro · After Effects · DaVinci Resolve · Photoshop · Illustrator · InDesign · Editing · Retouching

AI / Platforms Kling · Higgsfield · GPT Image · Veo / Flow · Seedance / Seedream · Shopify · Claude

LANGUAGES

Romanian Native

English Advanced (C1)