

**About Me.**

**Design.**

**Creative.**

**VFX Supervisor.**

Graduate of the HIT Industrial Design academy.

At the beginning of my career I designed living environments and fashion stores as an industrial designer. I have always seen cinema and architecture as mirrors of each other. The space in which we wander is the same in both and it does not matter if it is a camera or a pair of eyes., And the pleasure we have from seeing space and designed elements is endless. I easily slipped into the world of cinema using the design skills I had to express in the deepest and most creative way the vision of the director and the production or an advertising agency to create an advanced visual language tailored to the films. My desire is to explore the boundaries and try to bring new visual ideas as part of the production. Over 20 years of working in the advertising industry as Chief Creative Director and especially the last 16 years in which I was the Chief VFX supervisor and

**VP Creative Director at Gravity creative space. I touched on all aspects of the field from motion graphics to 3D heavy effects and commercials of huge brands such as Coca-Cola, Sprite, QQ, Huawei, Verizon, Vivo, Cars industry, and many others.**

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