

ANTONIONICULAE

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[WEBSITE](#)

Summary

Worldbuilding has always captivated me, a fascination that led me to pursue a Master's in Production Design at the esteemed National Film and Television School (NFTS) in the UK. There, I delved into the intricacies of set construction, from initial concepts to the drafting of detailed plans, elevations, and the creation of immersive 3D visualizations. My professional journey has been diverse within the art department, marked by roles ranging from an Art Department Assistant on the feature film "Johnny English Strikes Again" (2018) to a DFX Production Draughtsman for "A Boy Called Christmas" (2021). In these capacities, I've constructed and visualized vast 3D landscapes and structures, complete with camera animations that seamlessly transitioned into the hands of the VFX team. My most recent endeavor involved conceptualizing from the pre-production phase through to post-production on the Oscar-winning film "Poor Things." My enthusiasm for conceptualizing and rendering worlds in 3D is as strong as ever, and I am committed to advancing along this creative trajectory.

Work Experience

- [Clayface](#) | DC Studios
Production Designer James Price, Sup. Art Directors Adam Makin
Concept Artist April 2024 - October 2025
- [Bugonia](#) | Element Pictures
Production Designer James Price, Sup. Art Directors Adam Makin
Concept Artist April 2024 - October 2024
- [Silo](#) | Apple
Production Designer Nicole Northridge, Sup. Art Director Kevin Woodhouse/ Louisa Morris
Concept Artist / Senior Draughtsman Dec 2022 - March 2025
- [SupaCell](#) | Netflix
Production Designer Paul Cross, Sup. Art Directors Adam Makin
Concept Artist July 2022 - December 2022
- [Poor Things](#) | Element Pictures
Production Designer James Price & Shona Heath, Sup. Art Directors Adam Makin & James Lewis
Concept Artist February 2020 - July 2022
- [Great Expectations](#) | Apple
Production Designer Sonja Klaus, Sup. Art Thalia Ecclestone
Draughtsman November 2021 - January 2022
- [Secret Invasion](#) | Disney
Production Designer Lisa Marie Hall
Concept Artist June 2021 - July 2021
- [The Essex Serpent](#) | Apple
Production Designer Alice Normington, Sup. Art Director Carlyne Barclay
Concept Artist Dec 2020 - Feb 2021
- [A Boy Called Christmas](#) | Netflix
Production Designer Gary Williamson, Sup. Art Director James Price
DFX Production Draughtsman June 2019 - November 2019
- [Johnny English Strikes Again](#) | Universal Pictures
Production Designer Simon Bowels, Sup. Art Director Ben Collins
Art Department Work Experience October 2017
- [Peterloo](#) | Film4
Production Designer Suzie Davies, Sup. Art Director Dan Taylor
Art Department Work Experience September 2017

- [Mamma Mia! Here We Go Again](#) | Universal Pictures
Production Designer John Frankish
Art Department Work Experience August 2017
- [Far from Here](#) | Studio Indie Productions
Set Designer April 2016 - July 2016
- [Frozen Ignat](#) | Paradox Film
Production Designer Mihnea Tautu
Assistant Art Director November 2015 - April 2016
- [The Crucifixion](#) | Lionsgate
Production Designer Calin Papura, Sup. Art Director Mugar Aurelian Papura
Art Department Assistant / Junior Draughtsman August 2015 - November 2015
- [What Happened to Monday](#) | Netflix
Production Designer Joseph A. Hodges, Sup. Art Director Dan Toader
Art Department Assistant / Graphic Designer February 2015 - August 2015

Education

2017- 2019 National Film and Television School, Production Design MA
2013-2015 UNArte Bucharest, Set Design MA
2012 New York Film Academy, Summer directing class
2010-2013 UNArte Bucharest, Bachelor in Decorative Arts and Design
2006-2010 Art High School "Carmen Sylva" Ploiesti, department of Decorative Arts

References

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Skills / Software: Draughting  SketchUp  Rhinoceros  Blender  Unreal Engine  Photoshop

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A Boy Called Christmas

3D Draughting & Concept Art
Work Sample



Used Skills / Software:  SketchUp  Rhinceros  Maya  Mudbox  Photoshop

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Poor Things

Concept Art
Work Sample

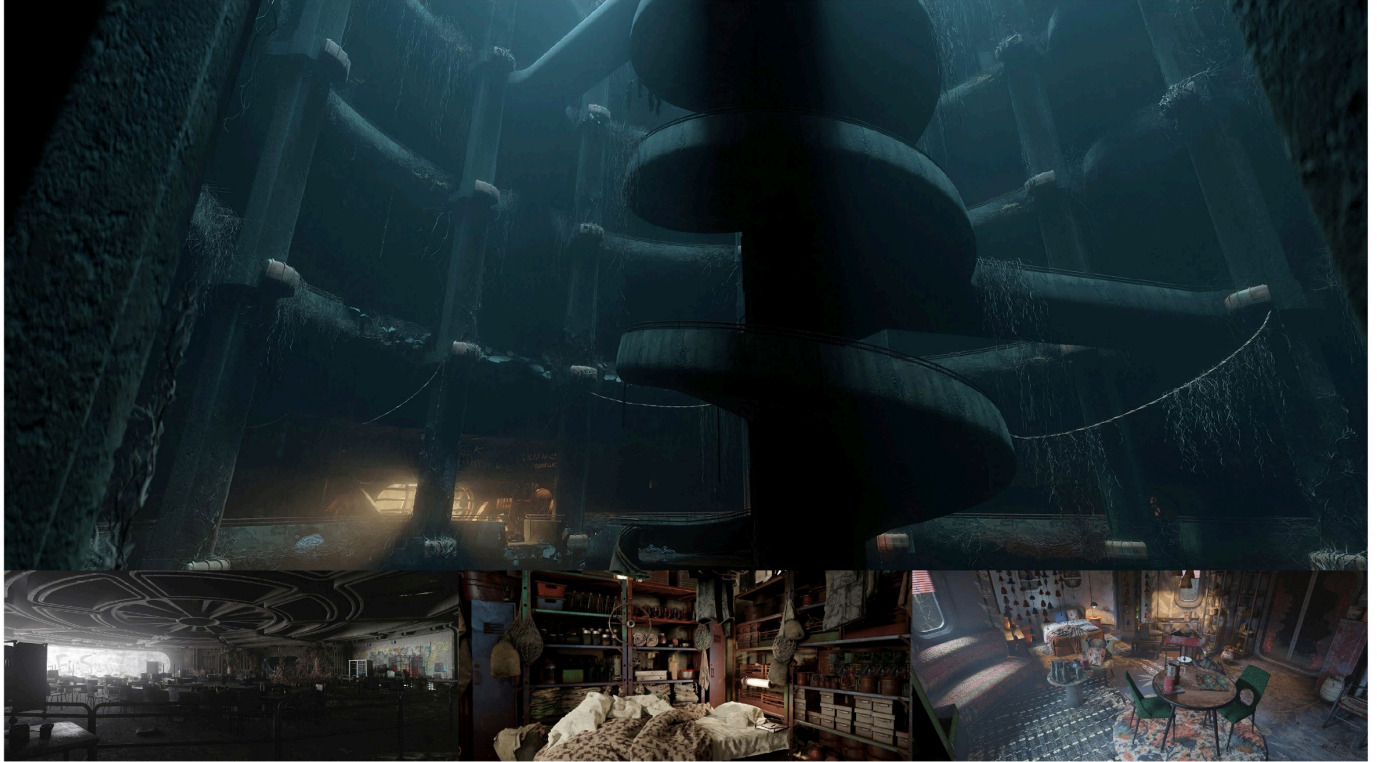





Used Skills / Software: Blender Photoshop

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Silo

Concept Art
Work Sample



Used Skills / Software:  Rhinoceros  Blender  Photoshop