ANDREI SHULGACH
Cinematic Designer | Filmmaker

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VIDEO PORTFOLIO

SKILLS

VIDEO Production
Entire production timeline: Conceptualization, Producing, Direction, Cinematography, Editing, Sound, and Graphics for Commercial, Narrative, and Music Videos.

AUDIO Production
Original music compositions for films, video games, web series', and songs of various genres. Sound Design for films, video games, and cinematics both in-engine and external.

ANIMATION
3D Animation In-Engine: characters, camera work, first person Interactions, and environments using timelines.

SCRIPTING
Complex visual scripting in-engine, implementing cinematics into gameplay, and event triggering.

TOOLS

Unreal 4 | Sequencer, Control Rig, Level Design, Lighting Composition
Unity | Cinemachine, Animator, UMotion Pro, Level Design, Lighting Composition
Adobe Suite | Premiere Pro, Photoshop, After Effects
Version Control | Perforce, Git
DAWs | Audacity, Mixcraft, Cubase
Animation | Maya

EXPERIENCE

TECHNICAL DESIGNER & CINEMATICS DESIGNER
Legends of Learning   MARCH 2020 - CURRENT

Designed gameplay, prototyped mechanics, animated game cinematics, and handled all audio for mobile live service game all the way through development and to release.
Responsible for creating three separate trailers for major game updates, recording all in-engine footage, directing, editing, sound design, and music.

GAME DESIGNER, CINEMATICS DESIGNER
Starcaster Games (formerly Origo Games)   APRIL 2016 - CURRENT

Developed four vertical slices in separate genres, leading in Gameplay Design, Realtime Cinematics, UI/UX Design and Implementation, and all Audio.

DESIGN & VIDEO PRODUCTION
3CPM   APRIL 2018 - FEBRUARY 2020

Redesigned company website, reinvented company media presence by producing over a dozen videos, and improving brand image & visual identity. Oversaw motion graphics, print materials design, and developed a WebGL app to calculate Return on Investment (ROI) for products.

UI IMPLEMENTATION
UX is Fine   MARCH 2019 - JUNE 2019

Worked with Epic Games' UI Engineers, Implementing and Bug Fixing the Arabic UI of Fortnite Season 9.

MARKETING & BRANDING
GI Microsurgery Institute   AUGUST 2017 - NOVEMBER 2018

Leading a team consisting of the Executive Director, a back-end web developer, and the CEO, to redesign 3 company websites to improve visual identity and user experience. Redesigned logos, UI and UX, designed graphic brochures, produced over 50 informational videos.

UNITY UI/UX ASSETS & TOOLS
SlimUI   APRIL 2018 - MARCH 2021

Designed and sold Free-Cursor Controller and UGUI packages, with a user base of over 5000 on the Unity Asset Store. Created UI design and implementation tutorials on YouTube garnering over 150k views.

EDUCATION & HONORS

HARFORD COMMUNITY COLLEGE - BEL AIR, MD
Honors AS in Computer Science, Magna Cum Laude

Phi Theta Kappa Honor Society
Mu Alpha Theta Honor Society
President's List Recipient
Dean's List Recipient