Andi Draghici

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Creative leader with extensive experience delivering high-quality cinematics, VFX, and brand storytelling in film, games, TV, and advertising.

Proven expertise in directing and supervising large-scale, multi-disciplinary teams across internationally acclaimed projects, including *Star Wars: Outlaws, TC: The Division 2: Warlords of New York, Aladdin, Assassin's Creed Revelation* and many others. Passionate about delivering visually stunning, emotionally impactful content through collaborative leadership, cutting-edge pipelines, and a people-first management style.

SELECTED PROJECTS:

Star Wars: Outlaws - Ubisoft Massive

- In charge of the realization of the game.
- Directed and supervised cinematic sequences, ensuring alignment with narrative direction and IP standards.
- Led casting and actor direction, orchestrating live-action performances for immersive storytelling.
- Managed real-time and pre-rendered lighting, VFX, and animation pipelines for high-quality in-game cinematics.
- Art directed and supervised all the cinematics, dialogue scenes, and realization scenes of the game.

Aladdin - Industrial Light & Magic

- Contributed to environment supervision for key sequences, enhancing cinematic storytelling through visual effects.
- Delivered entire shots with focusing on layout, camera animation, environment, lighting and composition.
- Led the environment team and collaborated with the project VFX supervisors and department supervisors for a successful delivery.

Ready Player One - Industrial Light & Magic

- Produced environment shots for key sequences, including layout, look dev, lighting, effects and fluid simulations, modeling texturing and compositing.
- Collaborated with VFX Supervisors and department leads to execute groundbreaking visual solutions.

Solo: A Star Wars Story - Industrial Light & Magic

- Produced environment shots for key sequences, enhancing cinematic storytelling through visual effects.
- Art directed and look developed assigned shots

TC The Division 2: Warlords of New York - Ubisoft

- Directed narrative-driven trailers and in-game cinematics, uniting story, art direction, and technical fidelity.
- Supervised VFX workflows, including shading, animation, and compositing for pre-rendered content.

RESPONSIBILITIES ACROSS PROJECTS:

Cinematic Direction: Script vetting, casting, actor direction, camera crew coordination, and storyboard supervision.

VFX Realization: Guaranteeing visual quality and fidelity across lighting, effects, and compositing workflows.

Pipeline Leadership: Developed optimized, scalable pipelines for cinematic and real-time content creation.

Brand Storytelling: Directed trailers and promotional assets, ensuring emotional and visual impact.

Partnership Management: Collaborated with IP stakeholders and external vendors for seamless production delivery.

LEADERSHIP APPROACH:

Built and led large creative teams across global projects, fostering an inclusive and collaborative culture.

Delivered on ambitious timelines by optimizing team performance and production pipelines.

Mentored emerging artists and directors, empowering growth and fostering creative excellence.

FULL CINEMATOGRAPHY/GAMEOGRAPHY:

Ubisoft Massive, Sweden (2019 - Present):

• Star Wars Outlaws • TCTD2: Warlords of New York • Tom Clancy's The Division 2

Industrial Light and Magic, Singapore (2017-2019):

- Aladdin Avengers: End Game Aquaman Solo: A Star Wars Story
- Ready Player One

Scanline VFX, Canada (2016-2017):

• Justice League • Independence Day: Resurgence

Ubisoft Massive, Sweden (2015):

• Tom Clancy The Division

Industrial Light and Magic, Singapore (2014-2015):

• Warcraft • Hitman: Agent 47

Ubisoft Massive, Sweden (2011-2013):

• Far Cry 3 • Assassin's Creed Revelations

Mediapro Magic, Bucharest (2008 - 2011):

- Assassination Games Blue Crush 2 Ho-Ho-Ho
- Don't Look Up Contra-Timp 2 Un Film Simplu
- Fire and Ice: The Dragon Chronicles

Ubisoft, Bucharest (2005 - 2007)

• Tom Clancy's HAWX • Blazing Angels 2 • Blazing Angels

CONTACT INFORMATION:

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