

PETRE-GABRIEL MOISE

<https://petregabemoise.com/>
<https://chanttriel.itch.io/>

✉ gabrimoise@gmail.com
📍 Madrid, Spain

Skills

- Visual Development
- Background Design and Painting
- Illustration
- Colorscribing
- Character Design
- 3D Modeling
- Texturing

Software

- Clip Studio Paint
- Photoshop
- Blender
- Maya
- Substance 3D Painter
- Substance 3D Designer
- Unity
- Unreal Engine
- Git

Soft Skills

- Teamwork
- Creativity
- Problem Solving
- Adaptability

Languages

English – Bilingual
Romanian – Native
French – Beginner – Intermediate
Spanish – Beginner

Experience

Freelance Background, Concept and Visdev Artist, Jan 2024 – present

Feb 2026 – March 2026 – Background Painter at Le Cube on Common Side Effects Season 2

Feb 2025 – Dec 2025 – Concept Artist, Background Designer and Painter on Music Video 'Other I' for french band Kriill, dir. Alina Popescu

May 2025 – present - background supervision on short film Future Purchased, dir. Catarina Timas

March 2025 – June 2025 – Visdev Artist on shortfilm Carlota, dir. Pedro de Oliveira

Jan 2024 – Aug 2024 – Background Designer and Painter on short film Kobza, dir. Laura Pop, studio Safe-frame

Visual Development and Animator Intern at Brikk Animation, March 2024 – June 2024

Character Design, Styleframe Painting, Background Painting, Visdev working on trailers for Valheim, Komatsu, House Flippers 2 etc.

Game project: Shroom?Crawler!, Feb 2023 – Mar 2023

Pixel Artist, Game Designer and UI/UX artist on a metroidvania game done in one month for the Metroidvania Month 19 game jam

Game project: They are You, Feb 2022 – Aug 2022

Concept Artist, 3D Artist, Lighting Artist on a puzzle/action game where you become who you kill. Won 2nd place in the Bit1 Competition 2022, Finland.

Digital Art and Design Association Ry (DaDa), March 2022 – Sep 2022

I was a board member of the student association DaDa at Aalto University. My roles were event planning and student advocacy.

Education

2023-2024 IDEA Academy - Rome, Italy, Visual Development Master LVL 1

2021 – 2023 Aalto University – Espoo, Finland, Master's degree Game Design and Production, Graduated with Honours

- Thesis Project: True First-Person Camera in Horror Games, coordinator Prof. Perttu Hämäläinen

2017-2021 University POLITEHNICA of Bucharest, Faculty of Automatic Control and Computers – Bucharest, Romania Bachelor's degree in computer science

- Diploma Project: Ticking Reflection, a single-player story-driven adventure game, coordinator Prof. Alin Moldoveanu