

# Felix Baci

Frontend Developer  
[felixherder.space](https://felixherder.space)

## About

## Skills

## Experience

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### Felix Baci

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I am a frontend developer with a strong background in 3d graphics and motion graphic design having worked a number of years in the architectural visualization industry.

Frontend development seemed the logical step to take for someone with my background. Switching careers has not been an easy choice but I am a big believer in self-education.

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Proficient in the following technologies:

- |              |        |
|--------------|--------|
| ▲ Javascript | ▲ Node |
| ▲ Typescript | ▲ Sass |
| ▲ React      | ▲ Css  |
| ▲ Webpack    | ▲ Html |

Please visit my portfolio over at <https://felixherder.space>.

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### Frontend Developer / [felixherder.space](https://felixherder.space)

FEB 2021 - PRESENT, Iasi

For the past year I've tried to get a solid understanding of the world of web development, especially frontend. I had started with many entry level online courses and slowly advanced to intermediate ones.

Having had a good grasp of the fundamentals of frontend development I'd begun work on a series of demo projects that are showcased in my portfolio website. I have learned a lot in the process, much more than I would have only by completing various courses.

### 3D Artist - VR Developer / Arcadis

SEP 2016 - MAY 2019, Iasi

Arcadis is an architectural and engineering firm based in the Netherlands. I was part of the Visualizations Department in Iasi, a team of around 12 people.

Primarily I was tasked with creating 3d animated videos detailing an architects or engineers project vision to prospective clients. Many of the projects involved working in close collaboration with colleagues from other offices in Europe (Germany, France, Belgium).

I was also tasked with building a couple of experimental

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## Experience

interactive/VR visualizations as a proof of concept. Most were just simple 3D walking simulators with a first person view and some interactive elements (functional elevator, color configurator, tool tips, structural data info) . One was for a metro station that was being built in Qatar, another was a new auto showroom for Citroen and another was for a bridge in Belgium complete with car and pedestrian traffic simulations. We used the HTC Vive VR headset and Unreal Engine 4 .

### **Video Editor - Graphic Designer / RomanTV**

AUG 2015 - SEP 2016, Roman

Main responsibilities included video editing of broadcast content (news, shows), broadcast management, promotional graphic design, motion graphics design for stingers and station openers. I was also in charge of office tech support and broadcast equipment maintenance.

When I started the station was in the process of upgrading from analog to digital broadcasting equipment. This switch allowed me during my short stay there to automate away most of the redundant parts out of the broadcasting tasks, with the help of some scripts and scheduling software. Once a 2 man job now required only a single person.

### **Freelance 3D Artist / Self-employed**

SEP 2009 - JUL 2015, Roman

During my time as a freelancer I worked on many different projects for many different clients and start-ups. Some of the work included commercials, graphics designs, virtual product showcases, game content, motion graphics videos, etc.

### **Junior 3D Artist / CODE932**

SEP 2009 - JUL 2015, Iasi

At my first job I was responsible for creating 3d architectural visualizations(images, video) from client cad data or sketches. Sometimes I was tasked with creating short videos/infomercials for various Iulius Mall promotional events.

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## Education

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### **Mathematics and Computer Science / Vasile Sav Highschool**

2004 - 2008, Roman , Neamt, Romania