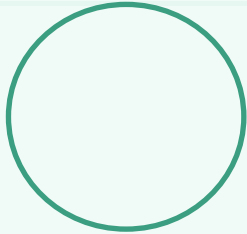




Adelina Laura Bulibasa



WORK EXPERIENCE

ASSOCIATE LECTURER – ERAM (UNIVERSITAT DE GIRONA) – 01/10/2025 – Current – GIRONA, SPAIN

Business or Sector: Education | **Department:** Audiovisual Communication and Multimedia |
Email: adelina.bulibasa@eram.cat | **Website:** <https://www.eram.cat/en/>

- Teaching and supervising undergraduate students.
- Conducting research and publishing papers in academic journals.
- Providing Professors and Department Heads with feedback on student progress.
- Attending faculty and departmental meetings and voicing concerns or providing suggestions for improvement.

ASSOCIATE LECTURER – BABEȘ-BOLYAI UNIVERSITY – 09/2020 – 30/09/2025 – CLUJ-NAPOCA, ROMANIA

Business or Sector: Education | **Department:** Cinematography and Media | _____ |
Website: <https://teatrufilm.ubbcluj.ro/>

- Assisting with various departmental duties and providing academic support to Professors and other staff.
- Teaching and supervising undergraduate and graduate students.
- Conducting research and publishing papers in academic journals.
- Providing Professors and Department Heads with feedback on student progress.
- Attending faculty and departmental meetings and voicing concerns or providing suggestions for improvement.

PRODUCER – NUMA FILM – 03/01/2023 – 01/05/2025 – CLUJ-NAPOCA, ROMANIA

Business or Sector: Arts, entertainment and recreation | **Department:** Film and Media | **Email:** adelina@numafilm.ro |
Website: <https://numafilm.ro/>

- Auditioning and selecting cast members along with state or film crews
- Approving the financial and design aspects of a production
- Overseeing the production process including choreography, performances and lighting
- Managing the post-production process including a performance's overall tone, music selection, editing and special effects
- Ensuring a project stays within budget and on schedule
- Promoting finished productions or works via film festivals, interviews and advertisements

ASSISTANT MANAGER/RECEPTIONIST – ZEN BOUTIQUE HOSTEL – 03/2018 – 03/2020 – CLUJ-NAPOCA, ROMANIA

- allocate and manage accommodation
- control rent payments and arrears
- oversee property maintenance and arrange for repairs to be carried out
- supervise catering, cleaning and maintenance staff
- ensure the property complies with all health and safety regulations
- make sure there is effective security, including safekeeping of keys
- manage community spaces and facilities
- deal with any problems with the buildings or tenants.



EDUCATION AND TRAINING

01/10/2019 – CURRENT Cluj-Napoca, Romania

PHD Doctoral School of Theater and Film, Babeş-Bolyai University

Website <http://doctorat.ttv.ubbcluj.ro/> |

Field of study Audio-visual techniques and media production , Inter-disciplinary programmes and qualifications involving arts and humanities

01/04/2021 – 28/02/2022 Cluj-Napoca, Romania

COMPETENŢE ANTREPRENORIALE Ministerul Muncii și Protecției Sociale & Ministerul Educației

- Constientizarea valorilor etice care sustin comportamentele de conducere
- Planificarea si organizarea activitatii proprii si a celorlalti
- Identificarea prioritatilor organizatiei
- Gestionarea timpului si a volumului de munca
- Capacitatea de a pune ideile in practica, urmarid rezultatele propuse initial
- Lucrul in echipa in vederea atingerii obiectivelor
- Capacitatea de a rezolva problemele aparute pe parcurs si evaluarea corecta a situatiilor
- Atitudini de lider
- Identificarea oportunitatilor existente pe piata si a surselor de finantare pentru dezvoltarea propriei afaceri
- Intocmirea unui plan de afaceri

Field of study Business and administration not further defined | **Final grade** 9.50

01/09/2022 – 05/09/2022 Cluj-Napoca, Romania

ADVANCED ACADEMIC TEACHING SKILLS Euroexam International

Website <https://www.euroexam.org/en> | **Field of study** Teacher training without subject specialisation

02/10/2017 – 02/07/2019 Cluj-Napoca, Romania

MASTER DEGREE Babeş-Bolyai University, Faculty of Theater and Film

Website <https://teatrufilm.ubbcluj.ro/> |

Field of study Audio-visual techniques and media production , Arts and humanities not elsewhere classified |

Thesis Interactive Garden - Nature-Human-Computer Interaction

01/10/2014 – 10/07/2017 Timisoara, Romania

BACHELOR DEGREE West University of Timisoara, Faculty of Arts and Design

Website <https://arte.uvt.ro/> |

Field of study Audio-visual techniques and media production , Inter-disciplinary programmes and qualifications involving arts and humanities

Thesis micrOMacro

LANGUAGE SKILLS

Mother tongue(s): **ROMANIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C1	C1	C1	C1



	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
FRENCH	B2	B2	B1	B1	B2
SPANISH	A2	B1	A1	A1	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

Social Media | Microsoft Office | Arduino | Max MSP | Adobe Premiere | Adobe Photoshop | Lightroom CC | Processing | HTML | Elementor | WordPress | Final Cut Pro | Microsoft Word | Graphic Design | Adobe Illustrator

CONFERENCES AND SEMINARS

10/10/2025 – 12/10/2025 Cluj-Napoca

FILM, VIDEO, DIGITAL AND AI IN THEATRE STAGES

Organizers: International Association of Theatre Critics (IATC) — Doctoral School of the Faculty of Theater and Film, Babeş-Bolyai University, Cluj-Napoca, Romania

The contribution of technology to theater has always surprised audiences over the centuries, contributing to the construction of fictional worlds in the most diverse ways, grafting novelty and cutting-edge inventions on that savoir-faire or craft acquired through traditions handed down from generation to generation. In contemporary theater, the presence of technology, be it cinematographic, video, digital or AI-generated, is increasingly felt, and the questions are all the more numerous and fearful as the speed of technological change and evolution increases every day, without us being able to keep up, not so much in terms of consumption as in terms of fully understanding the phenomenon. We cannot avoid technology unless we withdraw from society, and theater cannot do that as a product of the society we live in. It must therefore confront and collaborate with new contemporary technologies...

Let us think together about the challenges that these technological changes bring to the artistic field of theatre and performing arts: at the level of stage production, at the level of the actor's art and stage performativity when the human being is confronted with other three-dimensional presences that can compete with him, at the level of audience reception, of face-to-face or internet consumers of culture, and, last but not least, at the level of the relationship between producers and existing or potential audiences.

This raises some questions to which we are looking for answers: What are the big technological changes that surprise, delight or affect us in relation to the performing arts? How do they act and what is their contribution? Do they disrupt theater and its reception or not? Should we be afraid of new technologies and the digital age we have entered? What are the directions that contemporary stage and technology are taking in the various genres of performance, from drama and comedy, to dance-theater, concert-theater, documentary theater and other types of stage performance.

Link <https://bookhub.ro/film-video-digital-and-ai-in-theater-stages-october-10-12-2025/>

23/09/2022 – 24/09/2022 Cluj-Napoca

Aesthetics and Art Theories, 10th Edition

The conference is organized by the Department of Philosophy and the Center of Applied Philosophy within the Faculty of History and Philosophy, and brings together specialists who will debate current issues of the arts and the disciplines that approach them as cultural phenomena or practices.

Link <https://hiphi.ubbcluj.ro/evenimente.html?n=confe ETA 2022>

22/03/2022 – 27/03/2022 Oradea

Identity and Diversity in Europe – History, Society, International Relations

International Conference, Oradea (within the framework of POCU/380/6/13/124146)

Link <https://www.ce.uw.edu.pl/wp-content/uploads/2022/03/identity-and-diversity-in-europe.-history-society-international-relations.pdf>



02/12/2021 – 05/12/2021 Bucharest

ARC UNATC Adaptive Storytelling

The theme of the 2021 Art Research Conference is ADAPTIVE STORYTELLING open to postgraduate students, professors, practitioners and researchers invited to present their findings in both theory and practice from the following fields: theatre, film, performing arts, visual arts, design, architecture, cultural studies, humanities, but also from more technical fields that make use of the arts to tell stories, such as AR, VR, MR, game design, AI-driven art, interactive tools or specialized fields of technology highly consistent and relevant to the proposed theme.

Link <https://cinetic.arts.ro/evenimente/arc-unatc-2021/>

21/05/2021 – 21/05/2021 Cluj-Napoca

International Conference for Doctoral Students in Philosophy

Babes-Bolyai University Faculty of History and Philosophy Doctoral School of Philosophy International Conference for Doctoral Students in Philosophy

Link https://hiphi.ubbcluj.ro/Public/File/evenimente/2021/SDF/Program_final.pdf

22/11/2018 – 26/11/2018 Bucharest

Art and Technology in the Contemporary Culture

Link https://www.unatc.ro/prezentare/documente/2018/conferinta_cinetic.pdf

VOLUNTEERING

25/05/2018 – 03/06/2018 Cluj-Napoca

Transilvania International Film Festival (TIFF 17)

Subtitle team volunteer for the biggest international film festival in Romania.

20/10/2017 – 22/10/2017 Arad

Les Films de Cannes a Arad

Photographer(volunteer) in the film festival

24/06/2016 – 26/06/2016 Arad

Particles Intermedia Lab and Music Festival Arad #2

Photographer(volunteer) in the festival

Link <https://www.facebook.com/particles.festival/>

29/05/2015 – 31/05/2015 Arad

Particles Intermedia Lab and Music Festival Arad #1

Photographer(volunteer) in the festival

Link <https://www.facebook.com/particles.festival/>

07/05/2016 – 15/05/2016 Arad

International Festival of New Theater

Photographer(volunteer) in the festival

Link <https://teatrulclasic.ro/noutati/programul-festivalului-international-de-teatru-nou/>

09/05/2015 – 17/05/2015 Arad

International Festival of New Theater

Photographer(volunteer) in the festival



08/10/2014 – 11/10/2014 Timișoara

Simultan Festival

Photographer(volunteer) in the festival

Link <https://www.facebook.com/events/simultan-festival/simultan-festival-2014/675965442524717/>

16/05/2014 – 18/05/2014 Arad

The Weekend of Dependent Artist

Photographer(volunteer) in the festival

2011 – 2012 Arad

WWMP News Arad

WWMP News Arad – regional news platform on socio-cultural themes

Volunteer – Writer and Editor

● PUBLICATIONS

2021

[Futuristic Approaches in ‘her’ Motion Picture – Consciousness of the Artificial Intelligence and the Concept of Post-Humanism](#)

The paper seeks to explore the futuristic concepts present in the motion picture ‘her’, written and directed by Spike Jonze, released in 2013 – trans-humanism, post-humanism and the concept of consciousness in relation to Artificial Intelligence. In the first part, we will explore the movie’s premise, the director’s motivation and inspiration in creating this work; we are going to identify the film’s setting and understand why this particular setting plays such an important role for the philosophy of the movie. In the second part, we will explore the concept of consciousness and try to answer the question whether an operating system truly can possess conscience or not; we will take into account Stanislaw Lem’s writings about conscience applying them to both humans and artificial intelligence, and draw a conclusion based on the famous Turing test. Some of the differences between humanity and post-humanity are representing the reason for the major turning point in the end of the movie, so I will emphasize these differences in the end of the second part and continue with this topic in the third part. We will discover how post-humanism and the technological singularity are notions powerfully hinted towards in the film, and will also discuss the integration of Alan Watts as a character and the reason behind this choice. In the third part I will also introduce the notion of cyborgism in order to demonstrate the evolutionary path on which humanity finds itself right now and give some real-life examples. Finally, we will wonder about the future of humanity, while emphasizing on the importance of accepting change as a necessary step in our evolution.

Revista de Filosofie Aplicată, Volume 4, Issue 6 (Spring 2021): 45-61

2022

[Transmedia Storytelling – the future of non-fiction cinematography](#)

This paper seeks to explore the concept of *transmedia* – a form of storytelling or a process where a theme, a subject or a story gets dispersed across multiple delivery channels, with the purpose of creating a unique, unified and coordinated entertainment experience. Towards the years, the public’s attention shifted, because of the more advanced forms of artistic expression that involves cutting-edge technologies, and transmedia was no longer the first choice of creators when dealing with a non-fiction story. In the last years, a lot of unforeseen changes happened in the world, forcing everything to move online, including the art world. In order to entertain and delight the public, the digital experience has to be as meaningful and compelling as possible to maintain authenticity, especially when dealing with a non-fiction story. A well-done transmedia project is about transforming a good story into a whole amazing ever-expanding *Universe* with the help of some fundamental components – the infinite narrative paradigm, the concept of *Homo Immersionis*, the auctorial network. This innovative storytelling formula could represent the future of cinematography in a world dominated by internet-connected devices and audiences that needs to have their voices heard. As a result of that, the stories that really matter and have an impact to our society won’t be represented anymore by common news or a documentary that resembles a thousand other examples, but they will be transformed into an infinite, immersive transmedia universe. *Concrete Nests* is a transmedia project I had the opportunity to develop last year alongside my students, about the ways in which the pandemic influenced the personal lives of people living in blocks of flats around the world. The fact that this project was accepted to one of the biggest European international film festivals reinforces the power that transmedia storytelling technique still has and will have, if applied correctly.



2023

In-Between Worlds: A Complex Transmedia Universe about Myths, Creatures and Traditions

Write The In-Between Worlds Transmedia Universe started out as a blank whiteboard. Sixteen students, three coordinators and multiple contributors and collaborators created this Universe together, during one full semester (from October 2022 until February 2023). The project culminated with an exhibition that lasted one week, with the opening on 11 February in the Ethnographical Museum of Transylvania located in the heart of Cluj-Napoca city, Romania. The project revolves around the subject of mythological creatures, myths and traditions from the territory of Romania. The exhibition was meant to showcase the ephemeral parts of this project, such as: several interactive installations, projections, photography exhibition, Virtual Reality experience, but also the more permanent parts of the project, such as: the feature documentary and the card game. It is important to understand what exactly means the domain of the Transmedia, what are the elements and components that build a Transmedia Universe and how exactly this project encompasses each one of those, in order to achieve a complex and complete structure, and to also understand the reasoning behind each artistic product. here the description...

STUDIA UBB DRAMATICA, LXVIII, 1, 2023, p. 141 - 157

● **HONOURS AND AWARDS**

04/2021

Scholarship for POCU 124146 – Babeş-Bolyai University

Scholarship in the "Quality, innovative and relevant doctoral and postdoctoral research for the labor market" program, funded through POCU 124146

04/2023

Nomination - Exellentia Awards – CSUBB Cluj-Napoca

The Excellentia Awards, the CSUBB event that celebrates every year the students and professors of Babeş-Bolyai University who have distinguished themselves through research and volunteer activity.

29/01/2024

Teaching Excellence Award – Babeş-Bolyai University

In recognition of outstanding achievements in 2023 – Awarded by Babeş-Bolyai University Cluj-Napoca, Romania

28/02/2022

1st Prize in „From Research to Entrepreneurship” (POCU/380/6/13/124146) – Babeş-Bolyai University

COMPETITIONS WITH PRIZES FOR TEAMS "From research to entrepreneurship"

INTENDED FOR DOCTORAL STUDENTS AND POST-DOCTORAL RESEARCHERS FROM FRAMEWORK OF THE PROJECT POCU/380/6/13/124146

Quality, innovative and relevant doctoral and postdoctoral research for the labor market

● **PROJECTS**

26/04/2024 – 28/05/2024

Curating TeenTown - Youth Exhibition

Curating TeenTown - Youth Exhibition was a process in which firstly, I carefully planned everything, then I took some time to do research and afterwards, I composed a creative vision taking into account multiple external factors such as - the location, the purpose of the event, the existing materials, the target audience and so on. As the curator, I made sure that the whole experience will be unique and memorable for the public, but also that the provided information will be characterised by unity, clarity, relevance, educational value, as well as emotional impact.

Link <https://visitcluj.ro/events/teen-town-youth-exhibition/>



CREATIVE WORKS

2015 – 2015

Libelula (2015)

Libelula is an independent short movie created thanks to a project started by the Citizenit ONG, co-funded by the Cultural Municipal Center from Arad, and is directed by myself together with Mihai Sălăjan. Libelula tells the story of an apartment building that was built in the times of communism, and it is about the every day life while living in a normal apartment. The routine, the past, the present, the life inside a flat – all these are exposed from the building caretakers' point of view.

Link <https://www.youtube.com/watch?v=-XidXWB0FI4>

2016 – 2017

Bodrog (2018)

Bodrog, a feature film which combines, with a lot of imagination, found footage elements and some mockumentary style, giving out a visual maze about sacrifices, forgotten stories that are now resurrected while having a rich dinner and mythological creatures from the depths of river Mureș. Bodrog is not just an abandoned village from Arad county, it represents a narrative merry-go-round, a hard to decode nightmare where reality is weaved with figments.

Link <https://www.youtube.com/watch?v=3vCzBLtejDg>

10/2018 – 02/2019

Mad4.info

A complex project in which I participated alongside my colleagues from the last year of Multimedia Interactive master's program, project coordinated by PhD Melissa Lee Price. Mad4 concluded itself into a website that contained articles, photo materials, video materials and essays about „love” as a central subject and family, lifestyle, culture, spirituality and obsessions as secondary themes. I was part of the copywrite team, writing and editing the texts that later were published on the website, part of the design team and part of the UXD team. I implemented the entire website, working on the materials for 3 months and another 2 weeks for finalizing, with my colleagues from the master programs Interactive Multimedia & Documentary Filmmaking.

10/2019 – 01/2020

Sequentium

Transmedia project in which I participated as an assistant coordinator along with de PhD. Arnau Gifreu Castells & Assist. Cosmin Creț. Sequentium concluded itself in 3 different products: a short documentary of about 20 minutes, a website that contains photos, articles and videos and an exhibition that took place at Urania palace in which the public could watch the documentary as a premiere, could navigate the website and enjoy the content and to also watch exclusive content that didn't make the short cut. The central theme of the project it's represented by the subject of death – in the documentary we had interviews with 6 people of very different ages regardint their experience with death, with losing loved ones and with the objects that these loved ones left behind them as memorabilia, or objects that the interviewed ones would like to leave behind them after their own death; on the website, the theme od death is regarded through different cultural lenses, approaching cultures like mexican, italian, swedish and romanian. Sequentium is the outcome of a common Transmedia course in which the Documentary Filmmaking& Digital Interactive Arts master programs participated, and I was assisting Arnau Gifreu in creating all the aforementioned materials and in coordonating the students throughout this process.

Link <https://proiecte.teatrufilm.ubbcluj.ro/Death/>

10/2020 – 02/2021

Concrete Nests

I coordinated this transmedia project between October 2020 – February 2021, part of the course I teach named `Creative Transmedia Project` to two master programs: Digital Interactive Arts & Documentary Filmmaking. Concrete Nests invites different people that live in a building apartment, from different countries and several cities, to share their experiences during the pandemic. Thanks to the project, the participants became our `virtual neighbours`, opening their doors for us, the audience, and inviting us to discover their experiences, their feelings and their intimate spaces where they have been stuck for a few months.

This project concluded itself by creating an interactive website with multiple elements – an interactive map which is meant to present all the characters, a pandemic timeline, a page meant to present each member of the team and



multiple interactive shorts where the public can ask questions to the characters. Besides the website, we created an interactive installation and a photography exhibition with the „concrete nests” – these pieces could be accessed in-situ while we were exhibiting the project. This project was presented in Transylvanian International Film Festival 2021, in the ARC UNATC Adaptive Storytelling conference and in 51st International Student Film Festival „Sehsuchte” Berlin, Germany.

Link <https://concretenests.com/>

10/2021 – 02/2022

Jeno Janovics and his `Clujan` stories

Transmedia project coordinated inside the course „Creative Transmedia Project”, a collaboration between the master programs Digital Interactive Arts & Documentary Filmmaking. This project focuses on a few urban legends from Cluj, that were transposed with the help of technology in 360 videos, available on YouTube. To add some value to the project, the legends are told by Jeno Janovics – he is the main narrator in this experience. The locations in which the legends are taking place are real, they can be visited physically and the videos are accessed by scanning a QR code; we created a booklet with images and descriptions of the locations and the project. At the end of the visit, the participants were surprised in the day of launching the project – we projected some of the movies directed by the famous director and producer Jeno Janovics and also two other documentaries about his life, one of them being otherwise inaccessible to the public until this exhibition.

10/2022 – 02/2023

In-Between Worlds

Transmedia project coordinated within the "Creative Transmedia Project" course, a collaboration between the Digital Interactive Arts and Documentary Filmmaking master's programs in English. This project had as its theme mythology, mythological creatures and traditions from the Romanian space. Inside the projects, the students, coordinated by me and Assoc. PhD Horea Avram, created mediated reality projects (Virtual Reality), a documentary feature film, an interactive installation, soundscapes, illustrations, a photography exhibition, an analogue card game, a website, all of which are part of the mythological transmedia universe presented for more than a week at the Ethnographic Museum in Cluj-Napoca. In this project, in addition to the two master's specializations, I had the honor of hosting and collaborating with 4 Erasmus students from different countries (Spain, Italy, Germany) and who thus had the opportunity to expand their horizons, due to the topic addressed in the Transmedia project. We worked intensively for a semester, having filming sessions outside Cluj, in rural areas, having meetings with specialists in the field (museologists, geography teachers, ethnography specialists, university teaching staff) having research sessions on the proposed theme, initially wanting the project to address all categories of mythological creatures from the territory of Romania, but finally choosing a dozen creatures, something that facilitated the creation of the card game, the illustrations and the website that provides clear and concise information about each creature included in the project.

07/2017 – 01/2019

micrOMacro

The work "micrOMacro" is an installation that has in its composition interactive elements, video art and light art.

03/2018 – CURRENT

Interactive Garden

Interactive Garden is an interactive installation involving nature, in which we have a limited number of plants (preferably Aloe Vera), that trigger different stimuli when touched by the audience. The stimuli can vary and this installation is extremely adaptable: it can generate sound, light, projection, smoke and so on or a combination of these. The idea is to transform the audience into creators, to bring them closer together by allowing them to 'play' simultaneously and create an ambiance. It is also meant to explore the relation between flora and humanity and give people some insights about the capabilities of 'common' house plants.

Link <https://www.facebook.com/watch/?v=2295542647440717>

2019 – CURRENT

MovingLight

MovingLight is an interactive installation in which the viewers have the possibility of becoming the artists by creating shapes, symbols, pictures and other imaginative, fantastic things using the technique of light painting. It is meant to bring people closer together, to stimulate their imagination and creativity, to give them a chance to play, to urge them



to collaborate between each other and to experiment with an unusual instrument – light and the absence of it. Public is requested to find a source of light or turn on their flashlights and explore the transience properties of this artwork.

Link <https://www.facebook.com/watch/?v=1368118484127398>

10/2017 – 12/2017

Subterranean Interactions

Interactive audiovisual performance – projection mapping Klaus Obermaier with students of the master in Digital Interactive Arts - DIA, Babes-Bolyai-University, Cluj-Napoca, Romania at the catacombs of Art Museum Cluj – November 2017 Adelina Bulibasa, Vlad Colciar, Adrian Ganea, Madalina Manzat, Lucian Matei (flute), Bogdan Olaru (performance), Alexandra Sucioaia coordinating professor: Rodica Mocan

Link https://www.youtube.com/watch?app=desktop&v=KhG_XcF2iis

04/2024 – CURRENT

Blondi's (WIP)

Blondi's is a short Romanian film about a hair salon from the communist era. It is still in post-production. I worked as an assistant director in this project.

01/2024 – 01/2024

"Best Jobs Live - Click" Campaign

I was a producer for this campaign for Best Jobs. We produced a series of 5 short advertising videos.

Link <https://www.youtube.com/user/BestJobsRecrutare>

23/05/2024 – 30/05/2024

"Continental - The Place to Be" Campaign

I was a producer for this campaign for Continental.

Link <https://www.youtube.com/watch?v=Synu3ls4jC0>

17/01/2023 – 20/01/2023

"Târgul de Cariere - Vise" Campaign

I was a producer for this campaign for Târgul de Cariere. We produced a series of 3 short advertising videos.

Link <https://www.youtube.com/watch?v=QEYJ-n75PUM>

15/12/2023 – 17/12/2023

"Târgul de Cariere - Joburi de Poveste " Campaign

I was a producer for this campaign for Târgul de Cariere.

Link <https://www.youtube.com/watch?v=sEwbisMwr8c>

21/03/2023 – 23/03/2023

"Maxoway" Campaign

I was a producer for this campaign for Maxoway. We produced a series of 3 short advertising videos and a photography campaign.

<https://www.youtube.com/watch?v=Eo-B-6kOOPk>

<https://www.youtube.com/watch?v=dmnmqWxs-ao>

<https://www.youtube.com/watch?v=SONNKVsdMdo>

Link <https://www.youtube.com/watch?v=Eo-B-6kOOPk>

18/06/2023 – 19/06/2023

"Dr. Holhoş" Video Campaign



I was a UPM (Unit Production Manager) for this campaign for Doctor Holhoş.

Link <https://www.youtube.com/watch?v=gxOh-ngtuyA>

06/04/2023 – 11/04/2023

„Campionatul Mondial IESF Esports” - Video Campaign

I was a producer for the video campaign dedicated to promote the 15TH IESF WORLD ESPORTS CHAMPIONSHIPS IN 2023 set to be in Iaşi, Romania.

Link <https://www.youtube.com/watch?v=ebV6BhuVFoQ>

18/03/2025 – 19/03/2025

'Autobet & BetEdit' TotoGaming Campaign

I was a producer for this campaign for TotoGaming. We produced a series of 3 short commercials for this particular campaign.

Link <https://www.youtube.com/watch?v=Cg0YAvE282M>