



DAN LANCEA

DATA

born
15 / 04 / 1983

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ABOUT

My name is Dan Lancea and I was born and raised in Romania. My passion for aesthetics and human nature led me to undertake architectural studies in both Bucharest and São Paulo, Brazil.

After completing an architectural internship in Berlin in 2009, it became clear to me that the city suited me well and I decided to make Berlin my home. Since 2010 I have been working mainly as architect in Berlin and Munich, specializing in 3D-modeling and rendering, 2D details and design.

Other endeavours have also allowed me to apply my skills and knowledge in alternative professional fields such as interior design, set design, graphic design, and installation art but my main interest stays architecture.

At the end of the day I just want to make great things with great people so if you are interested in working together, please feel free to contact me

EDUCATION

- 02 - 09 University of Architecture and Urban Planning 'Ion Mincu' - Bucharest, Romania
Faculty of Architecture
- 07 - 08 Universidade de São Paulo, Brazil
Faculty of Architecture - exchange student
- 98 - 02 'Gr. Moisil' Computer Science National College, Romania

WORK EXPERIENCE

- 16 - 19 freelance architect at OLIV ARCHITEKTEN Munich
2D details & design, 3D modeling
- 19 set designer for the DANCEPERFORMANCE 'hopeless'
Choreography: Sergiu Matis, Institution: Radialsystem Berlin
- 18 set & costume designer for the THEATHERWORKSHOP 'Anti heroe/s'
Director: Bogdan Georgescu, Institution: ARPAS Romania
- 17 - 18 freelance architect at SABINE OSTER UG
2D details & design, construction site supervisor
- 17 graphic artist for the FILMPROJECT 'Wuff'
Director: Detlev Buck, Production Design: Sebastian Soukup
- 17 set designer for the DANCEPERFORMANCE 'neverendings'
Choreography: Sergiu Matis, Institution: Uferstudios Berlin
- 17 set designer for the THEATHERPERFORMANCE 'Reboot'
Director: Bogdan Georgescu, Institution: Hebbe am Ufer Berlin
- 16 graphic artist for the FILMPROJECT 'Bibi & Tina 4'
Director: Detlev Buck, Production Design: Sebastian Soukup
- 16 graphic artist for the FILMPROJECT 'Return to Montauk'
Director: Volker Schlöndorff, Production Design: Sebastian Soukup
- 11 - 16 architect at BONANNI ARCHITEKTEN
3D modeling & rendering, 2D details & design
- 13 art installation at STAATSTHEATER KARLSRUHE
concept, design & execution
- 10 - 11 architect at HÜSSING ARCHITEKTEN
3D modeling & rendering, 2D details & design
- 09 - 10 internship at HÜSSING ARCHITEKTEN
3D modeling & rendering, 2D details & design
- 09 scenography assistance at HEXENKESSEL HOFTHEATER
set decoration
- 09 internship at MUFFLER ARCHITEKTEN
3D models for various projects and competitions

LANGUAGES

ENGLISH ●●●●●

GERMAN ●●●●●

ROMANIAN ●●●●●

SOFTWARE SKILLS

PHOTOSHOP ●●●●● ARCHICAD ●●●●●

INDESIGN ●●●●○ SKETCHUP ●●●○○

ILLUSTRATOR ●●○○○ ARTLANTIS ●●●●○