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Summary

- Over three years of experience on movies, TV shows and videogames as a 3d artist, covering various roles such as Modeler, Lighting TD and 3d Generalist.
- One year on Product and Interior Design.
- Comprehensive Animation and VFX education at the Vancouver Film School, mainly focusing on organic and hard surface 3D Modeling, Texturing, Shading and Lighting.
- Knowledge of film making, cinematography and videogames industry obtained through university studies and a lifelong passion.

Skills

Technical Skills

- 3d modeling
- Lighting
- Texturing
- Compositing
- 3d Animation

Personal Skills

- Fast learner, used to pick up new pipelines and softwares
- Well organized and detail oriented
- Managed little teams of artist working on the same shots
- Able to work under pressure and meet strict deadlines

Software Skills

- Softimage (expert)
- Maya (expert)
- 3d Studio Max (proficient)
- Cinema 4D (proficient)
- Zbrush (expert)
- Photoshop (expert)
- Nuke (expert)
- Mudbox (proficient)
- Mental Ray (expert)
- Vray (expert)
- Renderman (expert)
- Arnold (proficient)
- Rhinoceros (proficient)

Experience



Freelance Lead Environment Modeler

June 2013 - Present - **Frozen Pepper** - Oxford/Pisa

Concept, modeling and texturing of environments while coordinating a little team of artists for the multiplatform game RC Plane 3. Softimage, Zbrush, Mudbox, Photoshop and Unity.



3d Artist

May 2013 - June 2013 - **Shop** - Bristol, UK

Modeling, texturing, animating, lighting and compositing of Big Brother 2013 MT and Channel 5 ident.

Cinema 4D, Softimage, Mudbox, Photoshop, Aftereffects



3d Artist / Lighting TD

March 2013 - May 2013 - **Aardman Animations** - Bristol, UK

Texturing, lighting, compositing and sculpting for commercials with Maya, Vray, Zbrush and Nuke.



Freelance Environment Modeler

March 2013 - **Frozen Pepper** - Oxford/Pisa

Concept, modeling and texturing of environments on the multiplatform game RC Plane 3. Softimage, Zbrush, Mudbox, Photoshop and Unity.



3d Artist / Lighting TD

November 2012 - February 2013 - **Screen Scene** - Dublin, Ireland

Lighting and rendering photorealistic assets on the feature film "Last days on Mars". 3d Studio Max, Vray, Nuke.



Freelance 3d Modeler/Texture Artist

September 2012 - **Frozen Pepper** - Oxford/Pisa

Concept, Modeling and Texturing of Airplanes and Environment for the iphone game RC Plane 2. Softimage, Zbrush, Photoshop and Unity.



Lighting Td/Look Dev

September 2012 / October 2012 - **Aardman Animations** - Bristol, UK

Texturing, lighting, compositing and sculpting with Maya, Vray, Zbrush and Nuke on commercials.

Freelance Modeler

March 2012/ Jul 2012 – Bicester, UK

Working on a movie project based in Italy. Softimage, Zbrush, Nuke.



Lighting Td

March 2011 / January 2012 – **Aardman Animations** – Bristol, UK

Lighting, compositing and modeling with Maya, Renderman and Nuke on cg scenes of the stop motion movie "Pirates! A Band of Misfits".



3d Modeler

November 2010 / March 2011 – **Worldwide Fx** – Sofia, Bulgaria

3d modeling of environments, texturing and lighting on "Conan" movie. Maya, Mental Ray, Zbrush, Nuke.



3d Modeler/Generalist

December 2009 / November 2010 - **Technicolor** - Rome, Italy

3d modeling, shading, texturing, animation and rendering for several movies ,tv projects and main titles in different languages for Tim Burton's "Alice in Wonderland" ,Clash of the Titans , Sorcerer's Apprentice ,Legend of the Guardians , Harry Potter and the Deathly Hallows.

3d Artist



January 2007 - February 2008 **Oz Studio** - Terni, Italy

3d modeling, shading, texturing and rendering on several projects including Architectural Visualization, Yacht and Furniture Design.



Junior 3d Artist

June 2006 - January 2007 **Oz Studio** - Terni, Italy

3d Modeling, shading,Texturing and rendering on Furniture design.

Freelance 3d Artist

December 2004 - June 2006 **Various** - Terni, Italy

3d Modeling, shading, texturing and rendering for various projects including Architectural visualizations and logo Design.

Graphic Designer

March 2002 - December 2004 **Digital Overlook** - Terni, Italy

Graphic Design, web Design, 3d logo Design.

Education

- **2009** - Vancouver Film School - 3d Modeling Scholarship Winner
- **2008-2009** - Vancouver Film School - 3d Animation and VFX Diploma
- **2007** - Oz Studio - Softimage Official Certificate
- **2002-2006** - Perugia University - Science and Technology of the Artistic Production

References

Available upon request

Interests

Music, Art, Kung fu, Videogames, Travel