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Professional Experience

2007-Present Blur Studio, Venice, CA

Character modeler and texture/shader artist. In charge of modeling, texturing, and surfacing high-end characters and props for game cinematics.

Credits for character modeling :

NFL On FOX - (TV Commercial) 2007
Marvel Ultimate Alliance (Game Cinematic) 2007
Conan Hyborean Adventures (Game Cinematic) 2007
Hellgate London (Game Cinematic) 2007
Warhammer Online (Game Cinematic) 2008
Encore/Lotto (TV Commercial) 2007
Frontlines (Game Cinematic) 2007
Tabula Rasa (Game Cinematic) 2007
Simpson`s Ride (Theme park film at Universal Studios - Holliwood) 2008
Section 8 (Game Cinematic) 2008
Fable 2 (Game Cinematic) 2008
Tomb Raider 8 (Game Cinematic) 2008
Wolverine - The origins (Game Cinematic) 2009
Terminator - Salvation (Game Cinematic) 2009
Halowars - (Game Cinematic) 2009
Dante`s Inferno (Game Cinematic) 2009
Mass Effect 2 (Game Cinematic) 2009
Fable 3 (Game Cinematic) 2010
Pirates of the Caribbeans (Game Cinematic) 2009
Star Wars - The force unleashed (Game Cinematic) 2010
Star Wars - The Old Republic (Game Cinematic) 2010
Unannounced in house shortfilm (2010)
Unannounced Feature film (2010)

2001-2007 Milestone S.r.l., video game developer, Milan

Employed as Senior 3D/2D artist on the following game titles:

Credits as generalist :

Racing Evoluzione/ Apex XBOX

FX Racing PS2/XBOX/PC

Scar - PS2/PC

Evolution GT - PS2/PC

Moto GP 2007

SBK 2008

1996-2001 Net Engineering S.p.A, telecommunication service, Milan

Cad operator and wiring documentation manager. Systems designer of
Intranet user interface and company website.

Technical Skills

- * Adobe Photoshop
 - * Autodesk 3D Studio Max
 - * Pixologic Zbrush
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Education

Science of Information diploma in 1992 at Feltrinelli Institute in Milan

Languages

- * Italian (native speaker)
- * English