

Alessandro Baldasseroni

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<https://www.artstation.com/baldasseroni>

Professional Experience :

Jan 2019 to present : Nvidia

Lead character artist. In charge of modeling, texturing, and surfacing high-end characters and props for realtime and pre rendered cinematics.

Feb 2018 - Jan 2019 : The Mill

Senior Vfx artist in charge of modeling and texturing characters, props and vehicles for high end commercials.

June 2015 - Feb 2018 : Riot Games - Santa Monica ,CA.

Senior character artist in charge of modeling texturing and shading cinematic asset for League of Legends cinematic.

Oct 2007-may 2015 Blur Studio , Venice, CA

Lead character artist. In charge of modeling, texturing, and surfacing high-end characters and props for game cinematics, movies and commercials Also in charge as a lead of managing teams of modelers on individual shows.

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
 - * Autodesk Maya
 - * Pixologic Zbrush
 - * The Foundry Mari
 - * Marvelous designer
 - * Substance Painter
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Education

Science of Information diploma in 1992 at Feltrinelli Institute in Milan

Languages

- * Italian (native speaker)
- * English