

Francesco Orrù

Digital sculptor and freelance 3D artist

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PERSONAL SUMMARY

Professional digital sculptor and freelance 3D artist based in London working in 3D printing, wargaming miniatures, collectibles and games.

EXPERIENCE

WizKids - *Freelance digital sculptor*

Oct 2017 - present

Sculpting of Dungeons & Dragons statues.

Arty Lobster, London — *Head 3D sculptor*

Sep 2016 - present

Likeness sculpting of animals based on real images to produce a customized sandstone 3D printed model.

4theswarm, London — *Freelance digital sculptor and 3D character artist*

Sep 2015 - present

High detailed characters and creature sculpts in Zbrush based on 2D concept art for miniature production, collectible statues and games.

I worked for Grimlord Games, War On Games Studio, Cute Lizard Games, Archona Games, Emergence, Anvil Industries, Nightmare Games and Greater Than Games.

MyMiniFactory, London — *3D designer*

Aug 2014 - Aug 2015

Developing characters and assets for FDM and SLA production.

EDUCATION

Kingston University, London — *MA in Computer Animation*

Sep 2014 - Sep 2016

University of Bologna, Bologna — *BSC in Computer Science*

Sep 2009 - Mar 2013

TECHNICAL SKILLS

SOFTWARE: ZBrush, Maya, 3D-Coat, 3ds max, Fusion 360, Substance Painter, Marmoset Toolbag, Keyshot, Photoshop, Unreal Engine

KEY SKILLS

Perseverance and passion for CGI. Attention to details and to always produce quality work that meets the requirements. Constantly learning new skills and techniques. Creative individual, resourceful, team oriented, able to teach and collaborate on projects with members of different disciplines inside a team. Extremely dedicated to digital sculpting and 3D printing lover.

AWARDS

Master of Arts with Distinction at Kingston University

LANGUAGES

Fluent english and mother tongue italian.