

## PROFILE

---

- Versatile modeler with expertise in rigging and specialized in facial expressions
- Trained in traditional art (painting, sculpture)
- Continuous desire to learn and improve
- Good knowledge of human anatomy

## SKILLS

---

### Art Skills:

3D Modeling and Sculpting, Retopology, Blend Shape Modeling, Facial Rigging, Character Rigging, Texturing, Grooming, LookDev, Lighting.

### Software Skills:

Maya, Zbrush, Oculus Medium, Mudbox, 3DCoat, Marvelous Designer, Substance Painter, Mari, XGen, Photoshop, Nuke, After Effects, Renderman, Redshift, Vray, Arnold, Isotropix Clarisse, Python.

## EXPERIENCE

---

- **Lead Creature Artist/Build TD at Double Negative - London** (March 2016 – Present)  
Creature Concept, Modeling, sculpting, BlendShape Modeling, Texturing, Rigging, Grooming, LookDev
- **3D Character Modeler/Generalist at Seed Animation - London** (November 2015 - February 2016)  
Character generalist: Modeling, Texturing, Rigging, Grooming, LookDev
- **3D Character Modeler/Generalist at Red Knuckles - London** (October 2014 - November 2015)  
Modeling, 3D sculpting, Retopology, BlendShape Modeling, Rigging, Texturing and Lighting.
- **3D Modeler/Rigger at Rainbow CGI - Rome** (September 2013 - October 2014)  
3D Modeling (characters,props,environment), 3D sculpting, Retopology, BlendShape Modeling, Facial Rigging
- **3D Generalist at Rainbow CGI - Rome** (November 2012 - July 2013)  
Character Modeling and Texturing, Blend Shape Artist, Character Rigging, shading, lighting and Compositing.
- **junior Modeler at Palantir Digital Media - Rome** (april 2011 - september 2011)  
3D Modeler and Texture Artist

## EDUCATION

---

- **Rainbow Academy - Rome** (2011 - 2012)  
Master Higher Education, 3D Digital Production, Excellence with Honors
- **International School of Comics - Rome** (2010-2011)  
3D Maya Course
- **Piero Aldi Art School - Grosseto** (2006 - 2010)  
Traditional Art School