

My name is **Giovanni De Francesco**, 1986 class.
I'm an Italian 3D **Lighting artist** who comes from Sicily.
Passion for every kind of art form is what drives me forward
every day but Computer Graphics is the one that stole my heart.

By now I have more than ten years of professional experience in the field working alongside great people and great studios. As a freelancer my focus has been working with VFX production companies, architectural firms and design studios by creating TV commercials, short movie and previsualization renderings. My love for videogames and VR has led me to have a deep understanding of realtime graphics which I mainly applied in producing virtual reality experience for B2B. I have been a beta tester for Epic Games since before Unreal Engine 4 was released therefore I gained a profound knowledge in all graphics aspects from a technical standpoint with performance cost awareness.

I am constantly learning and crafting my skills, driven from a growing passion and always thrilled by newest technology development. To know more about me check my online > [Portfolio](#) and my profile on > [Linkedin](#)

High artistic sensibility

Technical-oriented personality

Highly adept at communicating with different audiences

Advanced management skills

Well rounded generalist

Great team player

Love for problem solving

Fast learner

Chocolate addict

Advanced knowledge:

Unreal Engine 4

Audoesk Maya

Mental Ray

Adobe Photoshop