

Marco Taffelli


3D Character Artist





INFO

Date of Birth: **3 January 1991**

Nationality **Italian**

 **Novara , Italy**

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EDUCATION

September 2011 – July 2014

Degree in CG Animation 110/110

Istituto Europeo di Design

Milan, Italy



EXPERIENCE

● 29 January 2018 – 31 August 2018

3D Artist

Studio Bozzetto & Co, Milan, Italy

● 21 November 2016 – 15 March 2017

3D Artist

Studio Bozzetto & Co, Milan, Italy

● 17 August 2016 – 18 November 2016

Junior 3D Artist

UBISOFT Studio, Milan, Italy

Project: **Mario+Rabbid: Kingdom Battle**

● 11 July 2016 – 14 August 2016

3D Artist

Studio Bozzetto & Co, Milan, Italy

● 13 April 2015 – 13 October 2015

Junior 3D Artist

UBISOFT Studio, Milan, Italy

Project: **Mario+Rabbid: Kingdom Battle**



SOFTWARE

- 3DS Max
- Substance Painter
- Xnormal
- Marvelous Designer
- Maya
- Mari
- UvLayout
- Marmoset Toolbag
- Zbrush
- Photoshop
- Topogun



SKILLS

- 3D Character and Prop Modeling
- Texturing
- Digital Painting
- Low Poly Modeling
- Retopology
- Digital Sculpting
- UV Mapping



LANGUAGES

Italian: Native Languages

English: Intermediate



REFERENCE

Lead 3D Artist: Fabrizio Stibiel

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