

PIETRO BERNARDI

LIGHTING ARTIST | LOOK DEVELOPER

- TECHNICAL SKILLS
- Solid knowledge of all aspects of a computer graphics production pipeline, with emphasis on lighting, look development and digital compositing.
 - Good lighting, shading, texturing and compositing skills.
 - Comfortable with most hard-surface modelling

- SOFTWARE
- Autodesk Maya;
 - RenderMan;
 - V-Ray;
 - Substance Painter;
 - Adobe Photoshop;
 - Adobe After Effects;
 - Adobe Premiere;
 - Nuke.

- EDUCATION
- Colégio São Luis – High School
 - Fundação Armando Alvares Penteado (FAAP) – BFA in Filmmaking and Animation
 - Academy of Art University – BFA in 3D Animation and VFX

- EXTRA CURRICULAR COURSES
- DRC Treinamentos LTDA – After Effects Basic
 - DRC Treinamentos LTDA – After Effects Advanced
 - DRC Treinamentos LTDA – Autodesk Maya
 - Axis School of Visual Effects – The Foundry: Nuke

- PRODUCTION EXPERIENCE
- *Big Studios* - www.bigstudios.com.br
Look Developer and Hard-Surface Modeller – (16/04/2018 – 19/12/2018)

- PRIZES AND AWARDS
- *Pixar Animation Studios*
<https://renderman.pixar.com/news/renderman-rustic-cabin-art-challenge-final-results>
Finalist at Pixar’s Renderman Rustic Cabin Challenge.