

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.
 - Professional lighting, shading, texturing, and compositing skills.
 - Comfortable with teamworking and communicating.

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

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- EDUCATION**
- Fundação Armando Alvares Penteado (FAAP) – BFA in Filmmaking and Animation (2016-2019)
 - Academy of Art University – BFA in 3D Animation and VFX (2019-2021)

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- 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

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- PRODUCTION EXPERIENCE**
- *Big Studios* - www.bigstudios.com.br
Look Developer and Hard-Surface Modeller – (16/04/2018 – 19/12/2018)
My role at Big Studios was primarily look developing, lighting, shading/texturing, and rendering

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- PRIZES AND AWARDS**
- *Pixar Animation Studios*
[Finalist at Pixar’s Renderman Rustic Cabin Challenge.](#)
 - *Pixar Animation Studios*
[Honorable Mention at Pixar’s Renderman Woodville Challenge.](#)
 - *Pixar Animation Studios*
[Honorable Mention at Pixar’s Renderman Shipshape Challenge.](#)

- *The Rookies*
[Finalist at The Rookie Awards 2020.](#)