



Luciano  
Gatto

Environment and  
Prop Artist

## Contact

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## Software

Photoshop  
Illustrator  
After Effects  
Premiere  
Autodesk Maya  
Zbrush  
Substance Painter  
Substance Designer  
Substance Alchemist  
Marmoset Toolbag  
Unreal Engine 4  
Topogun  
Houdini  
Perforce

## Skills

UV Mapping  
3D Modeling Workflow  
PBR Textures  
Props  
Environment Art  
Lighting  
Real-Time Rendering  
Agile Workflow  
Problem-Solving  
Leadership  
Teaching  
Communication

## Nationalities/Passports

Brazilian  
Italian (EU Citizenship)  
US OPT Holder

## Published Titles

### "Tahul" SIGGRAPH VR Theater 2020 (2020)

VR Experience published on Steam by the ACM SIGGRAPH VR Theater Committee.

## Collaborative Projects Experience

### VR Experience SCAD Collaboration in Digital Media for SIGGRAPH VR Theater 2020 (January 2020- May 2020)

Worked with a team at SCAD to develop a VR experience that served as a base to showcase all the VR projects at SIGGRAPH 2020 VR Theater. Collaborating on building the narrative, game design, creating 3D models and PBR textures. Working in a Agile workflow and using source control software such as Perforce.

### Startrail (March 2019 - June 2019)

Worked as the main modeler for props for the environment and assets. Collaborated on the game design and core mechanics on a team of five.

### Global Game Jam 2019

Lead Designer for the game "Apart". Game was created during 48hours, where the player controls 4 different toys with 4 unique environments for each toy.

## Work Experience

### Game Design Instructor (June 2018 - August 2018) ID Tech Camps, Washington DC

Instructor on classes such as; Game Studio 101, Programming and Level Design in Unreal Engine, 3D Modeling and Texturing in Autodesk Maya. Taught kids how to model props for their environments as well as animating on Maya.

### Head Student Training Assistant (February 2020 - May 2020) Student Training Assistant (2017 - 2020)

#### SCAD Fitness, Savannah GA

Created a safe environment at the fitness center at SCAD. Suggested exercises for those in doubt for safe execution. Helped maintain a clean and organized environment. Helped on the execution of events that created teamwork, student involvement.

## Education

### Savannah College of Art and Design (2016 - 2020)

Bachelor of Fine Arts; Major in Game Development, Minor in Visual Effects

### SAGA - School of Art, Games and Animation (2014 - 2016)

Professional Certification Autodesk & Adobe Creative Cloud

### CGMA Master Academy (2020)

Multiple courses focusing on 3D Props, PBR Textures and Environments

## Organizations

### United Reaction

Former Regional Director and PR for the Latin American organization at SCAD, planning events and community projects.

### League of Legends Club

Former Vice-President for the League of Legends Club at SCAD, promoting e-sports events and an engaging community for players.

## Awards

**Entelechy 2020:** Two environments nominated for Best Environment Art

**Rookies Awards 2020:** Draft Selection for "The Environment"