

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.

SOFTWARE

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

EDUCATION

- Fundação Armando Alvares Penteado (FAAP) – BFA in Filmmaking and Animation (2016-2019)
- Academy of Art University – BFA in 3D Animation and VFX (2019-2023)

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 Lighting Artist (16/04/2018 – 19/12/2018)
- *Vetor Zero* – www.lobo.cx
Look Developer and Lighting Artist

I had the privilege of freelancing at Vetor Zero for the Toyota “The Journey” commercial, in which I participated as a Look Developer and Lighting Artist”

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.](#)
- *Pixar Animation Studios*
[Honorable Mention at Pixar's Renderman Magic Shop Challenge.](#)