

# Luciano Gatto

## Environment & Prop Artist

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## Published Titles

**"Tahul" SIGGRAPH VR Theater**  
Steam for Oculus & Vive (2020)

## Software

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

## Languages

Portuguese (Native)  
English (Bilingual/Native)  
Spanish (Intermediate)  
Italian (Beginner)

## Citizenships/Visas

Brazilian  
Italian (EU Citizenship)  
US F-1 Visa (CPT & OPT)

## Organizations

**United Reaction (2017-2019)**  
Regional Director and PR  
**League of Legends Club (2018)**  
Vice-President

## Work Experience

### 3D Generalist (November 2020 - Present)

#### Lead Dell, Brazil

Main 3D Artist at Dell's R&D facility in Brazil on VR/AR technology:

- Modeled and textured environments, hero assets and props.
- Created the environment composition and lighting.

### Game Design Instructor (June 2018 - August 2018)

#### ID Tech Camps, Washington DC

Instructor on Game Design and 3D Modeling on classes for the age of 13-17:

- Taught the following software during the courses: Autodesk Maya, Unreal Engine 4 & Substance Painter.
- Taught level design, production modeling, PBR textures & Blueprints.

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

#### Student Training Assistant (2017 - 2020)

#### SCAD Fitness, Savannah GA

Fitness assistant:

- Maintained a safe environment, suggested exercises and kept a clean and organized environment. Also helped promote and organize events.

## Collaborative Projects Experience

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

Collaborative project in partnership with ACM SIGGRAPH's VR Theater:

- Worked as prop and environment modeler. Created the main hero asset used on the experience.
- Worked under a full production pipeline (Agile) and perforce.

### Global Game Jam 2019

Student collaborative project for the Global Game Jam:

- Lead Designer and prop modeler for the game "Apart".

## Education

### Mentor Coalition (September 2020 - October 2020)

Mentored by Ubisoft's Lead Artist Billy Matjiunis

### CGMA Master Academy ( June 2020 - August 2020)

UE4 Modular Environments, Weapons and Props for Games, Substance for Games.

### 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