



DANIELE BULGARO

ILLUSTRATOR + DESIGNER



EDUCATION

2011/2014

IED ISTITUTO EUROPEO DI DESIGN
BACHELOR'S DEGREE IN ILLUSTRATION AND
ANIMATION

2006/2011

LICEO SCIENTIFICO GIAMBATTISTA VICO
HIGH SCHOOL DIPLOMA IN SCIENCE

EXPERIENCE

2018/TODAY

FREELANCE DESIGNER
ROLES: ILLUSTRATOR, CONCEPT ARTIST, 3D ARTIST, GRAPHIC
DESIGNER

2017/2018

EDI EFFETTI DIGITALI ITALIANI: JUNIOR CONCEPT ARTIST
ROLES: CONCEPT ARTIST, DIGITAL MATTE PAINTER, STORYBOARDER

2015/2017

FREELANCE ILLUSTRATOR
ROLES: ILLUSTRATOR, DIGITAL PAINTER, GRAPHIC DESIGNER

2015

F5 SRL: JUNIOR DESIGNER
ROLES: ILLUSTRATOR AND GRAPHIC DESIGNER FOR APPAREL LINES

FILM + TV

FREAKS OUT (2020)
COSMOS (2020)
TUTTO IL MIO FOLLE AMORE (2019)
RIDE (2018)

SKILLS

TRADITIONAL DRAFTSMANSHIP
DIGITAL ILLUSTRATION
2.5D CONCEPT DESIGN

-
ADOBE CREATIVE SUITE
BLENDER 3D
SUBSTANCE SUITE

MAIN CLIENTS

- NATIONAL GEOGRAPHIC
- WWF
- VALENTINO
- AMAZON PRIME VIDEO
- AMARO MONTENEGRO
- MEN AT CODE
- HOVO FABER X PORETTI
- EDI EFFETTI DIGITALI ITALIANI
- GABRIELE SALVATORES
- JACOPO RONDINELLI
- GABRIELE MAINETTI
- FRANCESCO EMILIANI AGENCY
- MARCO FAILLA CAKE DESIGNER
- MUJO GAMES
- QUELL TECH

COLOR_CODE :
ILLUSTRATION / GRAPHIC DESIGN
CONCEPT_ART / MATTE PAINTING
POST_PRODUCTION

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BEHANCE.NET/DANIELEBULGARO

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BASED IN MILANO_ITALY