



# Pietro Bernardi

Lighting | Look Developer

Rua Marcos Fernandes 60 – São Paulo – Brazil.

+55 11 985665288

www.pietrolb.com

Pietrolb14@gmail.com

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## 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**.
- Efficient with following references and concept art.

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## SOFTWARE

- Autodesk Maya.
- RenderMan.
- V-Ray.
- Arnold
- Substance Painter.
- Adobe Photoshop
- The Foundry: Nuke.
- The Foundry: Mari.
- Unreal Engine 4

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## EDUCATION

- Fundação Armando Alvares Penteado (FAAP) – BFA in Filmmaking and Animation (2016-2019) – No Degree
- Academy of Art University – BFA in 3D Animation and VFX (2019) – No Degree

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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* - <https://bigstudios.com.br/>  
Full-Time Look Developer and Lighting Artist (02/2018 – 12/2018)  
Full-Time Look Developer and Lighting Artist (06/2019 – 12/2019)  
Full-Time Look Developer and Lighting Artist (05/2020 – 06/2021)

- *Vetor Zero* – [www.lobo.cx](http://www.lobo.cx)  
Freelance Look Developer and Lighting Artist (09/2020 – 11/2020)

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