



ROBERTODIGIGLIO
WWW.ROBERTODIGIGLIO.COM

CREATURE AND CHARACTER ARTIST

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LinkedIn
voilola



Facebook
artofrobertodigiglio



Instagram
voilola



Artstation
voilola



Twitter
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Sketchfab
voilola

Born and raised in Turin (Italy), I am passionate about the art and entertainment world since I was a child

During my studies In computer science I met computer graphics and I decided to turn my passion into a job. After my diploma and a little self-taught apprenticeship, I officially start attending CGI courses.

After specializing in 3D Concept Art for videogame and film productions, in 2014 I open the independent video game studio Brain in the Box together with a group of talented guys, as Lead Artist.

From October 2017 I joined the Milestone team in Milan, the most important Italian videogame company and world leader in the motorcycle racing genre, as a Lighting/VFX Artist and Assistant Art Director.

From February 2019 I decide to focus exclusively on what I love most, that is on the design of creatures and characters, officially becoming Freelance Creature and Character Artist and working with numerous important movie and video game production studios around the world.

SOFTWARE



3DS MAX
★★★★★



ZBrush
★★★★★



Maya
★★★★★



Substance Painter
★★★★★



Mari
★★★★★



Marvelous Designer
★★★★★



Topogun
★★★★★



UVLayout
★★★★★



xNormal
★★★★★



V-Ray
★★★★★



Keyshot
★★★★★



Marmoset Toolbag
★★★★★



Arnold
★★★★★



3D Coat
★★★★★



Unreal Engine 4
★★★★★



Unity
★★★★★



WorldMachine
★★★★★



TrueSky
★★★★★



Photoshop
★★★★★



Illustrator
★★★★★



After Effects
★★★★★

WORK

FEBRUARY 2019 - TODAY



Freelance Creature and Character Artist
Turin, Italy. www.robertodigiglio.com

3D Artist | Concept Artist/Designer

APRIL 2021 - TODAY



Freelance Character Designer @ W&B Television GmbH
München, Germany. www.w-b-television.de

3D Concept Artist/Designer
PROJECTS Unannounced Amazon Prime Video TV Show

MARCH 2021 - TODAY



Freelance Character Designer @ Aaron Sims Creative
Los Angeles, USA. www.aaronsimscreative.com

3D Concept Artist/Designer

SEPTEMBER 2020 - OCTOBER 2020



Freelance Character Artist @ Stormind Games
Acireale, Italy. www.stormindgames.com

Sculpting High Poly | Low Poly | Retopology | Texturing

JULY 2019 - JANUARY 2020



Freelance Character Artist @ Share Creators
San Francisco, USA. www.sharecreators.com

Sculpting High Poly | Low Poly | Retopology | Texturing

NOVEMBER 2019 - JANUARY 2020



Freelance Character Artist @ Game Atelier
Paris, France. www.game-atelier.com

Sculpting High Poly | Low Poly | Retopology | Texturing

OCTOBER 2017 - FEBRUARY 2019



Lighting e VFX Artist @ Milestone S.R.L.
Milan, Italy. www.milestone.it

Lighting | VFX | 3D Artist | Assistenza Art Director
PROJECTS SX2 | RIDE 3 | MXGP PRO | MOTOGP 18 | GRAVEL | SX

APRIL 2014 - SEPTEMBER 2017



Co-Founder e Lead Artist @ Brain in the Box S.R.L.
Cavallermaggiore, Italy.

Lead Artist & Art Director | Technical Artist | 3D Artist | UI Artist
PROJECTS Voodoo

JANUARY 2016 - JANUARY 2018



Mentore e Helper Coordinator @ The Global Game Jam
Turin, Italy. www.globalgamejam.org

NOVEMBER 2015 - APRIL 2019



Freelance 3D Generalist @ 88idee
Turin, Italy. www.88idee.it

3D Artist | 3D Animator | Produzione Video

EDUCATION

NOVEMBER 2015 - APRIL 2019



Technical Concept Art for Video Games
Event Horizon - School of Digital Art
Turin, Italy. www.eventhorizoncgc.com

Concept Art | Modeling | ZBrush Sculpture | Photoshop

OCTOBER 2013 - JULY 2014



Computer Graphics Technician
Immaginazione e Lavoro
Turin, Italy. www.immaginazioneelavoro.it

CGI Theory | Modeling | Rigging/Animation | Texturing/Rendering

SEPTEMBER 2006 - JULY 2012

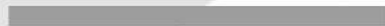


Senior High School Degree in Information Technology
ITI E. Majorana
Grugliasco, Italy. www.itismajo.it

Software Design and Development | Graphic Design

SKILLS

CREATURE AND CHARACTER DESIGN



3D MODELING (HIGH AND LOW POLY)



2D PAINTING



3D RIGGING



3D RENDERING



LIGHTING



VFX



SHADING



RETOPOLOGY



TEAM WORKING



AUTONOMY



COMPREHNSION



TIME MANAGEMENT



FLEXIBILITY



CONCEPT ART



3D SCULPTING



3D TEXTURING



3D ANIMATION



POST-PRODUCTION



3D REAL TIME



3D MODELING OPTIMIZATION



UVs AND UDIMs



LEVEL/ENVIRONMENT DESIGN



MULTITASKING



LEADERSHIP



ORGANIZATION



COMMUNICATION



PROBLEM SOLVING



I'm a **3D Artist, Concept Artist/Designer** and **Art Director** with many years of work experience in entertainment industry.

I'm an expert in **3D modeling** and **3D sculpting** (organic and hard surface), and I'm specialized in design and 3D production of creatures and characters for movies and games.

Over the years I have gained a lot of experience in **lighting** and **rendering** techniques and I also have excellent **post-production** and **VFX** skills.

I gained a lot of experience in the realtime field covering various artistic roles in the videogame industry, both **pre-production** and **production**.

I also deal with **tutoring**, teaching CGI and creature/character design in schools like Event Horizon in Turin and privately.

During my work experience I often find myself having to deliver projects in a very short time, so I have learned to deal best with every situation.

In addition, by holding managerial roles as **Lead Artist** and **Art Director**, I was able to gain a lot of experience by managing and organizing the artistic departments.



Rookie Awards 2019 - Rank A Certificate - Game Design & Development
https://www.slideshare.net/slideshow/embed_code/key/gOHGNFvw8dzxn4



My interview for 3DTotal
<https://3dtotal.com/news/interviews/roberto-digiglio-freelance-creature-character-artist-interview>



My Interview for Xeno Creatives
<http://xenocreatives.com/77876-2>

LANGUAGES

ITALIAN

Mother tongue knowledge

ENGLISH

Working knowledge

HOBBIES & MORE



Drawing



Music



Movies



Books



Comics



Videogames



Guitar



LEGO

DRIVING LICENSE type B

Turin, Italy. September 2021
Roberto Digiglio

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