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## PROFESSIONAL EXPERIENCE

**TT**Title/position **"Digital artisan" (freelance)**  
**P**eriod From October 2015 to today  
**C**ompany **GiuPor**, Turin  
**B**usiness sector CG animation – motion graphics – interactive experience design  
**D**uties – responsibilities 3D animation. Video production and postproduction. 3D design. Motion graphics. App, web sites, indie videogames. Video mapping. Video projection on buildings. VR and AR experience design.

**TT**Title/position **Teacher Course "AR/VR Game Developer" (freelance)**  
**P**eriod From February 2023 to today  
**C**ompany **Fondazione ITS ICT Torino**, Turin  
**B**usiness sector Professional training for the gaming industry  
**D**uties – responsibilities Training module: UNITY 3D 150 hours. Software fundamentals. Development of interactive applications and video games. Development of a VR application as a diploma thesis

**T**itle/position **Motion designer – 3D generalist (employee)**  
**P**eriod Seven years (2009-2015)  
**C**ompany **D-wok**, Turin  
**B**usiness sector Entertainment video design  
**D**uties – responsibilities Video production for big events, advertising, TV, web and live shows. Live action footage, green screen, stop-motion, 3D animation, motiongraphics, video mapping, building projection, holographic projections.

**T**itle/position **Teacher Course "CGI 3D with Softimage XSI"**  
**P**eriod Ten month (2011)  
**C**ompany **"Experimental Center of Cinematography: animation"**, Turin  
**B**usiness sector Professional training for the animation-industry  
**D**uties – responsibilities Basic concepts of 3D CGI; modeling; materials, lights and rendering; animation tools, rigging and physical dynamics.

**T**itle/position **Video editor – motionographer (employee)**  
**P**eriod Three month (2008)  
**C**ompany **"PRODEA"**, Turin  
**B**usiness sector Communication and production events  
**D**uties – responsibilities Video production for live shows. Motiongraphics for communication campaigns and major events.

**T**itle/position **Character animator – compositor (employee)**  
**P**eriod Nine month (2008)  
**C**ompany **"UBIK"**, Milan  
**B**usiness sector Visual effects and post-production  
**D**uties – responsibilities 3D modeling, animation and compositing for TV commercials and animated series: **"GORMITI Final Evolution"** (five episodes of 26 minutes).

**T**itle/position **Teacher Course "Advanced applications and services on the web"**  
**P**eriod One year and half (2003-2004)  
**C**ompany **"ITIS Pininfarina"**, Moncalieri – Turin  
**B**usiness sector Training  
**D**uties – responsibilities Creating dynamic web applications using HTML, JavaScript, VBScript, and ASP with Microsoft Access DB.

**T**itle/position **Web Desiner – software developer (employee)**  
**P**eriod Four years (2000-2004)  
**C**ompany **"SIGNUM"**, Turin  
**B**usiness sector Multimedia and traditional publishing – software development  
**D**uties – responsibilities CGI 3D, Flash animations, GUI. Development of dynamic web applications: e-learning and e-commerce. Publishing traditional graphics.

**T**itle/position **Multimedia – graphic designer (internship)**  
**P**eriod Four month (2000)  
**C**ompany **"Visual Grafika"**, Turin  
**B**usiness sector Multimedia and traditional publishing  
**D**uties – responsibilities Production of multimedia CD. Interactive graphic interfaces. Illustrations and layout.

**T**itle/position **Tester – installer (employee)**  
**P**eriod Six month (1995-1996)  
**C**ompany **"Olivetti"**, Turin  
**B**usiness sector Systems engineering and assembly hardware  
**D**uties – responsibilities Configuration and installation hardware. Installation devices and proprietary software.

## EDUCATION

Graduation	<b>Animator film production.</b>
Period	Three years (2005-2007)
Institute	" <a href="#">Experimental Center of Cinematography: animation</a> ", Turin
Skills acquired	History and language of animation, life drawing, animation, computer graphics, storyboard, editing, compositing, videoboard, production (workflow – pipeline), seminars of direction, script for the animation, character design, set design, laboratory stop-motion, 3D CGI. Short film: " <a href="#">BABAU</a> ".
Graduation	<b>Illustrator with sketching techniques.</b>
Period	Three month (2003)
Institute	<b>Course of "Design Sketching"</b> , <a href="#">European Institute of Design</a> Turin.
Skills acquired	Design techniques for quick viewing. Use of perspective instinctive. Quick sketch of volumes and solid forms. Rendering of materials and surfaces. Staining with "Pantone Letraset".
Graduation	<b>Video editor.</b>
Period	Three month (2001)
Institute	<b>Course of "Video editing"</b> , <a href="#">European Institute of Design</a> Turin.
Skills acquired	Theory of video editing. Managing contributions multiple: audio, video and graphics. Realization of simple special effects. Technology and video compression standards.
Graduation	<b>3D modeler and animator.</b>
Period	Six month (2000-2001)
Institute	<b>Course of "3Dstudiomax"</b> , <a href="#">European Institute of Design</a> Turin
Skills acquired	Solid modeling. Textures, mapping and creation of materials. Lighting and rendering. Preparation of the set. Animation and timing. Dynamics and particle systems.
Graduation	<b>Operator of visual communication.</b>
Period	Six month (1999-2000).
Institute	<b>Course of "Operator of visual communication"</b> <a href="#">Enaig</a> Grugliasco – Turin
Skills acquired	Working with computer and software standards in the production of a graphic design studio. Planning and implementation of an executive. Creation of a multimedia CD.
Graduation	<b>Degree in computer science.</b>
Period	Five years (1990-1995)
Institute	<b>Industrial Technical Institute "ARTS &amp; CRAFTS"</b> Turin

## ABILITY AND SKILLS

Foreign language	English (basic level).
Socials skills/competence	Group work: brainstorming, planning and production. Sharing of processed and comparing with other professionals. Propensity to invest in continuous training (received and offered).
Organizational skills/competence	Feasibility study. Analysis and estimation: human resources, costs and production time. Creation and maintenance of the production plan. Coordination of the work of a team. Development of methods and tools to optimize your workflow and productivity.
Technical skills/competence	Depth knowledge of the following software: XSI, Photoshop, After Effects, Unity3D. Basic knowledge of the following software: Blender, Premiere. Occasional use of the Microsoft Office package. Known programming languages: C# (Unity3d), VBScript, JavaScript, PHP, ASP.
Artistic skills/competence	Solid knowledge of animation (motiongraphics and character) with any technique. Skill in modeling and mold making for a preliminary model for the reproduction of three-dimensional real subject (silicone rubbers, resin, latex). Ability to design and construction of characters animatable in stop-motion (armatures, set design, costumes, props). Good attitude to the practical/manual work . Creation of video games (Ex. " <a href="#">GIUPOROID</a> "), interactive application in AR/VR Meta Oculus. Good skills with BBQ and Lego Technic.
Driving licence	B.