ALESSIO CARINI

Polensgade 50 2. TH,
2300 Kobenhavn S
+45 31889960

alessiocarini.mail@gmail.com
Porfolio: alessiocarini.com

RESUME

Recently graduated digital artist with a wide selection of skills and competences in different artistic fields, from 3D graphics to illustration, as well as animation (both traditional and digital), special FX and video game graphics. Strong artistic sense, able to analyze the task at hand and adapt to it. Good understanding of the workflow behind the creative process of content designed for various types of media and solid teamwork skills developed throughout the years.

EDUCATION

Master of Science (MSc) in IT, Games (2013 - 2015)
IT University, Kobenhavn
- 3D Graphics: A
- 3D Game Art: A
- From Concept Art to In-Game Graphics: A

Bachelor of Fine Arts in Media Design and Multimedia Arts (2010 - 2013)
NABA, Milan
- Digital Applications for visual Arts II: 30 cum laude
- Digital Modelling Techniques: 30 cum laude
- Final Evaluation: 110 on 110

PROFESSIONAL SKILLS

2D GRAPHICS
- Creation of digital artworks and illustrations
- Experienced with graphic design and vector graphics
- Deep insight into photo editing

3D GRAPHICS
- Creation of 3D Models through both polygonal modelling and digital sculpting (low and high poly)
- UV Mapping and Texturing
- Rigging and Skinning
- Lighting and Rendering
- Proficient with several major 3d softwares, such as Maya, 3DS Max, Modo, Blender, Zbrush and Mudbox

ANIMATION
- Experienced with both traditional animation, flash animation and 3D animation

VIDEO EDITING
- Editing and compositing of footage in order to create video content for different media
- Experience as film-maker and scriptwriter
- Able to implement digital effects and CGI elements into other video material.

VIDEO GAMES

- Experienced in developing games on the Unity engine
- Able to create and animate both 2D sprites and 3D assets
- Proficient at creating UI and interface assets
- Deep understanding of the overall artistic process behind the development of a video game
- Experience with the production of concept art and with the study of fitting visual styles for a game

PROGRAMMING

- Basic understanding of HTML, CSS Javascript, C++ and C# programming languages

LANGUAGE

- *English*: Full Professional Proficiency (IELTS 7.5)
- *Italian*: Native Proficiency
- *Danish*: Elementary Proficiency (Module 3)

EXPERIENCE

- Worked as 3d modeler and animator on the VR game protoype "*Guantagnomo*", winner of the "*Totally Epic Unreal Engine Award*" at the Nordic Game Jam 2016 in Copenhagen.
- Stage experience in a printing company in Udine, IT
- 4 years as cartoonist and cover artist for the high-school newspaper "Preludio" (UD), winner of several national competitions related to school journalism.
- Created 2D and 3D assets for several game projects
- Post-production and special effects for short movies
- Creation of a 3D photo-reel for the event "Autunniamo 2012" in Pontecurone (AL), Italy

PERSONAL PROFILE

For as long as I can remember, art has been my way to give form to my imagination.
Shaping new worlds, bringing new characters to life and generally transforming the imaginary into something visible and sharable is what I love the most, and it is my goal to let my passion shine through everything I do.
Hard-working, responsible and professional, I'm now looking for the opportunity to turn my talent and passion into a professional career.

INTERESTS

- **Creation**: I always look forward to designing and/or creating art for any type of content and formats.
- **Improvement**: I'm always willing to take on challenging tasks and learn new skills in order to improve myself and my abilities.
- **Experience**: As a fresh graduate, I'm open to all sorts of experiences that can help me grow both personally and professionally.