

Resume Marco Manzini

Name: Marco Manzini

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Nationality: Italian

Date of birth: 22/05/1985

Reel: www.marcomanzini.net

Resume: www.marcomanzini.net/resume.pdf

Breakdown: www.marcomanzini.net/breakdown.pdf

Letters of Recommendation: www.marcomanzini.net/recommendation.pdf

Career Objective

I'm a CG-Artist with comprehensive knowledge in many areas of 3D-Production. I possess in-depth knowledge and experience in environment and surface modeling, texturing, shading, lighting and rendering.

Work Experience

Dates (from - to)	Position held \ Projects	Company	Main activities and responsibilities
04/02/08_22/04/09	Team Leader Environments Artist <i>"Sir Billi" full-CG future film</i>	Glasgow Animation Ltd (Glasgow, UK)	Organize and create models/textures for: - Environments (indoor and outdoor) - Props
	Featuring the voices of Sean Connery, Alan Cumming, Gail Porter, Ruby Wax, Richard Briers Music from the composer Patrick Doyle		
12/03/07_01/02/08	Layout and Previz <i>"Sir Billi" full-CG future film</i>	Glasgow Animation Ltd (Glasgow, UK)	Model Previz and background layout
02/01/07_28/02/07	3D Artist <i>"Peugeot 107 Petite Peste"</i> <i>"Laboratoires Vichy"</i> <i>"AVA Calimero Forza Polare"</i> <i>"Lindt Maitre Chocolatier"</i>	Xlr8 (Milan, Italy) www.xlr8srl.it	Working as a generalist in all aspects of 3D creation on the production of TV commercials for international clients
01/09/06_Present	Graphic Designer	VIEW conference (Turin, Italy) www.viewconference.it	Graphic Designer with additional Administrative duties at VIEW Intern. Computer Graphics Conference
01/06/05_30/12/05	Junior Modeler & Textures <i>"Artoonix" full-CG TV Series</i> <i>"Dr. Moupe" full-CG TV Series</i>	Scata Animations (Jaipur, India)	Cartoon modeling and texturing for environments and props
01/08/04_04/10/04	Junior Modeler <i>"X and I" full-CG future film</i>	Paprikaas Animations (Bangalore, India) www.paprikaas.com	Modeling for environments and props

Education and training

Dates (from - to)	Name of organization of education	Principal subjects/occupational skills covered
29/02/08_06/03/08	CG Society Workshop ZBrush With Cesar Dacol Jr	- Digital sculpting with ZBrush 3.1 - Retopology, Texturing
23/05/2006	VIEW Workshops Paul Debevec (Turin, Italy)	- Image-based modeling and rendering - High dynamic range imaging and image-based lighting - Digitizing photo real objects and environments
2003_2006	European Institute of Design (Turin, Italy) Degree as Digital Designer	Art, Ergonomics, Lettering, Maya, Rhinoceros, Editing, Photoshop, Virtual Design, Project Management, History of movie, Compositing (After Effects), Sociology of communications, History of animations, Filming
1999_2003	High school of arts (Romagnano Sesia, Italy) Maturità Artistica	Drawing (pencil, tempera, oils) , Art Design, Architecture, Anatomy, Modeling (clay), History of art

Personal skills and competences

Acquired in the course of life and career but not necessarily covered by formal certificates and diplomas.

Languages:

Mother tongue: Italian
 Other languages: English
 Reading skills: ●●○
 Writing skills: ●●○
 Verbal skills: ●●○

Social skills and competences:

Enjoys working on a team where creativity, open communication, innovation, and quality work is the norm

Technical skills and competences:

Modeling: Good in organic and anatomy modeling, Good hard surface modeling (polygon and nurbs)
 Texturing: Good with 2D and 3D painting
 Rendering: Able with complex Shading networks Maya/Mental Ray
 Stereoscopy: Good knowledge for a 3-D Stereo setup

Photoshop ●●●
 ZBrush 3.1 ●●○
 Maya ●●●
 Body Paint ●●○
 3D Studio Max ●●○
 After Effects ●●○
 Digital Fusion ●●○

Artistic skills and competences:

Discreet ability of drawing, Sculpture with clay, wire and Super Sculpey

Other skills and competences:

Discreet knowledge on Web Communication, Database System MySQL, PHP, Xhtml

Additional information:

Outdoor photography www.marcomanzini.net/57th

Driving license:

Yes