Raffaele Grande

"Senior 3D Artist"

PERSONAL STATEMENT:

I am a 3D artist with 15 years experience in the CG industry.
I have been working as generalist for quite a while now, covering almost any kind of task from pixel art to 3d animation. I am mainly oriented for environments, characters, hard surfaces modelling (such as vehicles and props), digital sculpting and texturing.
I have worked in both small and big teams and I have also been a lead artist for some projects. Therefore, it has enabled me to gain a deep knowledge of the whole CG production pipeline. I am used to working under pressure and managing and meeting tight deadlines.
I am a keen worker. I am also a friendly, open minded, reliable and driven person with good organisational and team working skills.

CONTACTS: email: rafgrande@gmail.com - **mobile**: +447966614747- **website**: www.raffaelegrande.com

CORE SKILLS:

- Environments Creation
- Character Creation
- Hard Surfaces Modelling
- Digital Sculpting
- Mesh Retopology
- UV Unwrapping & Layouts
- Texturing and shading
- Excellent communication skills
- Able to learn new tools and pipelines fast and efficiently
- Excellent understanding of visual storytelling and film language
- Lead artists managing and supervising people

EDUCATION & QUALIFICATIONS:

Institute	Course	Date
I.T.G. Giovanni Porzio	High School Diploma with specialization in Surveying	1990 – 96

TECHNICAL SKILLS:

Software	Experience Level
Autodesk MAYA	5+ years
Autodesk 3DS MAX	5+ years
Pixologic Zbrush	5+ years
Adobe Photoshop	5+ years
Luxology Modo	3 year
Mari	1 year
Unity 3D	3 years

PLOYMENT HISTORY:

Jan 2015 – Now
The Design Solution (Airports and Duty Free Shops)
- CG Artist / Visualiser / Animator

Dec 2013 – Dec 2014
Pipe Dreams Production (TV Commercials)
- 3D Generalist

Aug 2011 – May 2013   **We R Interactive**
I Am Playr (Facebook and mobile game)
- 3D concepts, modelling , texturing, lighting, rendering

June 2011 – July 2011   **Technicolor**
Hard surface Senior Modeller
- Vehicle modelling, texturing and look dev

Apr 2011 – May 2011   **We R Interactive**
Freelance Job (Facebook game)
- Environment modelling and texturing
- Props modelling and texturing

May 2010 – July 2010   **Creative Share (third edition)**
Characters Supervisor
Howl's Moving Castle tribute (fan art project)
- Characters look dev
- Bodies , cloths and hair modelling
- Highres sculpting
- Textures baking

Mar 2008 – Apr 2010   **RAYLIGHT S.r.l.**
Lead Artist
Sinnes Trainer (Nintendo DS)
- All in-game 2D/3D assets
- Menu layouts, Backgrounds and Sprites

Several prototypes (Nintendo Wii and Nintendo DS)
- 3D models, texturing and characters rigging

Aug 2007 – Feb 2008   **Artematica S.r.l.**
Senior Artist
Diabolik – The Original Sin (Nintendo DS)
- 3D Scene Setup and Objects scattering
- Camera, light setup, render setup, postproduction
- Render Backgrounds with layers of parallax

Subbuteo (Nintendo DS)
- Menu Backgrounds and 2D Sprites

May 2001 – Mar 2007   **RAYLIGHT STUDIOS S.r.l.**
Junior/Senior Artist
Hot Wheels - Ultimate Racing (Sony PSP)

- 2D concepts for the environments
- All customizable 3D vehicles, modelling, texturing, shading and LODS
- Environments and Tracks modelling
- R&D for the "X-Proton 2.0 - Blue Roses technology"
- All Menu layouts, HUD, 3D objects and particles
- Additional Game Design support

Big Mutha Truckers (Nintendo DS/GameBoy Advance)
- Trucks/Vehicles modelling and texturing
- Environments modelling and texturing

Street Racing Syndicate (GBA)
- Menus, HUD and in-game FX
- Vehicles/Environments modelling and texturing

Smashing Drive (GBA)
- Menus, HUD and in-game FX
- Environments modelling and texturing

Spiderman 2 (GBA)
- in-game 3D session

Ozzy&Drix (GBA)
- Environment modelling

Wing Commander Prophecy (GBA)
- Spaceships modelling and texturing

Rtype III (GBA)
- Pixel art for Backgrounds and Sprites
- 3D to 2D Sprite Rigs

Wings (GBA)
- Pixel art for Backgrounds and Sprites

Superman - Countdown to Apokolips (GBA)
- Pixel art for Backgrounds and Sprites

LANGUAGES: Italian – native/ English – fluent

INTERESTS & HOBBIES:
I enjoy playing all types of console and PC games, traditional sculpting, drawing, skateboarding , watching fantasy and sci-fi movies and spending time with friends and family.

CONTACT REFERENCES: Upon Request