

Raffaele Grande

“Senior CG Artist”

PERSONAL STATEMENT:

I am a 3D Artist with almost 20 years experience in the CG industry.

I have been working as CG Generalist for many years, covering quite a wide range of task from pixel art to 3D animation. I am a very versatile 3D Content Creator. In my career I had the opportunity to work in productions involving Characters, Creatures, Environments, Hard Surfaces Creation (such as Vehicles and Props), Digital Sculpting, Texturing, Shading Rendering and Virtual Reality. Everything above applies to both Real-Time and Offline world.

I have been working in both small and big teams and I have also been a lead artist on some projects. Therefore, it has enabled me to gain a deep knowledge of most types of CG production pipelines. 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:

- ✓ Character / Hard Surfaces Modelling;
- ✓ Digital Sculpting;
- ✓ Mesh Retopology, UV Unwrapping & Layouts, Baking, Texturing and Shading;
- ✓ Real-time Content Creation;
- ✓ Offline Render and Compositing;
- ✓ Virtual Reality Experience Creation;
- ✓ Visual Scripting (eg. Unreal Blueprints);
- ✓ 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	10+ years
Autodesk 3DS MAX	15+ years
Pixologic Zbrush	10+ years
Adobe Photoshop	15+ years
Unity 3D	5+ years
Unreal	5+years
Adobe Substance	5 years

EMPLOYMENT HISTORY:

Jan 2019 – May 2019

Orped Studio

- ✓ **CG Artist / Visualiser**

Sep 2018 – Dec 2018

The Design Solution (Airports and Duty Free Shops)

- ✓ CG Artist / Visualiser / Animator / VR Artist

May 2018 – August 2018

Orped Studio

- ✓ **CG Artist / Visualiser**

Jan 2015 – April 2018

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

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