

Matteo Pignatelli

3D Artist - Curriculum Vitae

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Personal Information

Location: Udine, Italy
Availability: Freelancer
Languages: Italian (native speaker), English

Experience

- Freelance - 3D Character / Env. Artist - 2008 / Present**
 - 3D Characters and 3D Assets for various games and realtime projects
- Warsow Dev Team - 3D Character Artist (freelance)**
Warsow - free fast-paced FPS (PC, Linux, Mac) - 2013 / 2014
 - Models, textures and rigging of the main Character (hi / low poly)
- Still-Alive Studios - 3D Character & Environment Artist**
Son of Nor - action RPG (PC, Mac) - May '12 to September '14
 - Models and textures of various Characters and various Props (hi / low poly)
- SunWalker Games - 3D Artist**
Orbiter One - space shooter (WinPhone7, published) - December '10 to December '12
 - Models and textures of various Vehicles, Props and Buildings (hi / low poly)

Software Skills

- | Primary Tools | Misc. Tools |
|---------------------|----------------------|
| - Cinema4D | - 3dsmax |
| - Zbrush | - Marvelous Designer |
| - Photoshop | - Substance Designer |
| - Substance Painter | - Topogun |
| - XNormal | - UDK |

- Knowledge**
 - High-Low Resolution modelling, UV Unwrapping, Texturing, Normal-maps from high poly meshes.

Education

Venice Fine Arts Academy (Feb. 2010)
New Digital Media - 105/110
Thesis about history of the game-industry and a related game demo (XNA + C# + Tengine)