

ALBERTO ZIMINO

3D ARTIST/GENERALIST



Name
ALBERTO ZIMINO

Portfolio
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PERSONAL SUMMARY

A motivated and passionate 3D Artist with a proven ability to develop high quality, life like and cartoon animations as well as having a solid understanding of game art and processes.

Possessing the artistic expertise and technical ability required to work in a high-end production.

Skilled about modeling, texturing and lighting complex models and environments with a keen eye to poly budget and topology flow. Also having extensive knowledge of everything related to 3D computer graphics and a knack of quickly understanding a projects mission, vision and values.

Presently looking for a suitable vacancy and a opportunity to work with a team of qualified, diverse individuals who will help to develop my experience and career.

RESUME

DUTIES:

3D Artist with a keen attention to the details and the whole composition. Focused on the storytelling and able to manage low-poly or very detailed, precisely accurate models. Able to create textures from scratch or from photobashing with Substance, Zbrush or Photoshop.

Generally my workflow goes from modular, highly detailed models to low-poly baked meshes with applied pbr materials and textures. My skills as an Animator and a Rigger let me to prevent any possible topology issue.

Coming up with innovative ideas in brainstorming sessions
Pre-visualization of the final product, including vr headset setup
Providing cleaned assets to the developers
Working straight to attend production deadlines
Working effectively with other design and production staff

KNOWN LANGUAGES

Fluent in English, French, Italian

ACADEMIC QUALIFICATIONS

2004 - 2005 – Noetica – Maya Animator Course
2003 – 2004 – Noetica – Maya Unlimited Course
2003 - Darkside – Maya Basic Course
2002 – Upgrade – 3D Studio Max Advanced Course
1997 – 1999 – Callegherie Academy – Acting Course
1996 – 1997 – IAL – Multimedia Operator and Web Designer
1989 - 1994 - High School of Modern Languages

WELL KNOW SOFTWARES

3D STUDIO MAX - MAYA - ZBRUSH - PHOTOSHOP - SUBSTANCE
PAINTER - SUBSTANCE DESIGNER - UNREAL ENGINE - UNITY - AFTER
EFFECTS - REAL FLOW - V-RAY

BASIC LEVEL

HOUDINI - CUBASE - CORONA - MAXSCRIPT

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KEY SKILLS AND RESPONSIBILITIES

PROFESSIONAL

3D Generalist with a proven and extended experience on many fields and projects
3D Environment Artist
3D Animator on many TV series and commercials
Excellent understanding of animation principles and character acting
Can anticipate, communicate and troubleshoot technical issues
Great ability to work with others and take direction
Willing to give and receive constructive feedback to improve own and others work
Familiar with technical computer packages

PERSONAL

In order to expand my skills on the production pipeline I self-trained programming, achieving a basic Maxscript knowledge. During the last year I also started studying Houdini for fun.
When I was younger I was an excellent guitar player and I attended a 2 years diploma of acting training.
I am open minded, friendly, and I love to share my knowledge with people.
Willing to learn new industry-specific skills and softwares.
Experience teaching 3DS Max and Photoshop.

CAREER HISTORY

3D Generalist and Animator - 2012 - Present
Just Funny Games – Imola
Responsible for all the 3d department, working closely with Designers and Developers to create all the characters, environments and assets for a wide range of clients.

3D Generalist and Motion Graphic Designer - 2010 - 2012
Digialta - Bologna
Responsible for all the 3d animations, motion graphics and particles effects on monumental projections and vj shows.

3D Animator – 2010
Inx Imagine – Bergamo

3D Animator/Modeler – 2008 – 2010
Panebarco & Co. - Ravenna

3D Animator – 2007 – 2008
Blinky Animations – Milano

3D Animator – 2006
Cube3D – Ancona

3D Animator - 2006
Cartoon One - Roma

3D Animator – 2004 – 2006
Fulmini & Leopardi - Pisa

3D Modeler – Architecture Visualizations – 2001 - 2004

Graphic and Web Designer – 1997 – 2000