



## CONTACT ME AT

 Lisbon

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## SKILLS SUMMARY

- Traditional and digital art skills
- Photoshop
- Maya - Cinema4d-Zbrush
- Communication skills
- project management

## AWARDS RECEIVED

 Monochrome Photography Awards Honorable mentions 2020

 F.99 IKONO SPACE selection 2020

 Nominee FAPA ( Fine Art Photography Awards) 2029

 Milano Photo Week Exposition - Vestigium 2018

 Abstract Photography Publication 2017

# GABRIELE GUADAGNINI

## CONCEPT ARTIST

### PERSONAL PROFILE

I am an Italian concept artist based in Lisbon, specialized in concept art and 3D art at Escpe Studios in December 2021 .Extremely creative and motivated to develop new concepts for videogame, movie and animation productions. Very good team works oriented and good communication skills developed in my works experiences i practice Ashtanga Yoga

### WORK EXPERIENCE

#### Concept Artist

December 2021

#### Storyboard Artist - Red Planet Video Production

2015-Present

<https://www.redplanetvideo.it/>

- Storyboard artist for short movies-videoclip and spot.

#### 3d/ Xr Artist – Uqido

Padova Jen- Dec 2019

<https://www.uqido.com/>

- Collaborate with design and virtual reality department creating 2d Visual concept and 3d Assets for real time Unity engine for an AR installation in Turin Egyptian Museum.
- Real-Time Rendering for VR and AR project
- Photogrammetry experience
- Collaborate with marketing department for EICS 2019 events

Key achievements:

- Low Poly modeling (Maya) and high poly sculpting Zbrush real time engine.Maya Zbrush
- Basic Unity level design and animation for real time simulation
- Baking technique with substance painter

## INTERESTS

- Cinema
- Books
- Videogames
- Yoga
- Photography

## VOLUNTEER

Drawing teacher for kids ages  
10-17 years old  
Social Cooperative

Gabriele Guadagnini  
Concept Artist  
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### 3D Artist - No Noise Srl

Sarzana Feb- May 2015

<https://www.nonoisefilm.it/portfolio/road-to-milan-ansaldo-breda/>

- Modeling - sculpting - shading - rendering 3d for the Ansaldo Breda Corporate video.

Key achievements:

- Improve Arnold Engine rendering techniques
- Improve my organic sculpting skills ( Zbrush)
- improve my teamwork skills

### Advanced Photoshop Teacher - Formatica S.r.l- Pisa

Pisa Jen 2013- Jen 2015

<https://www.formatica.it/>

- From beginner to advanced Photoshop teacher

### Computer Graphic Artist - Promo PA Fondazione

Lucca Jen 2013 - Jun 2013

<https://www.promopa.it/>

- Visual creation for the Lu.Be.C Event 2012

## EDUCATIONAL HISTORY

### Concept Art- Escape Studios London

<https://www.pearsoncollegelondon.ac.uk/escape-studios.html>

London 2021

- Character Concept Design from sketch to final render in Zbrush
- Environment and props design
- Zbrush for concept art
- Substance Painter for concept art

### Master in Visual Art and Photography

Modena 2016-2018

Photography - Visual art.

### International Academy of Visual Arts and New Media, Florence

2008-2011

- Graphic Design - Visual Design – Illustration -3D Maya - Rendering-Animation.
- **Languages:** Italian C2 - English C1