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Experiences as a freelancer, working for my own company **Studioloys Ltd** - Minor projects were omitted from this list:

2015	Product	Company	Client - Project Name	My Role & Tasks
August to October	Video Commercial	Imagination	Jaguar - Land Rover Innovation	Modelling, Animation, Light&Render
April to May	YouTube Commercial	Partizan Lab	YouTube - YouTube A-Z	Modelling, Animation, Light&Render
March to April	TV Commercial	Partizan Lab	Ubinet - Frozen Moments, Cricket	Modelling, Animation, Light&Render
2014				
November to December	TV Commercial	Partizan Lab	Protect Your Bubble - Mobile Phone	Modelling, Lighting &Rendering
July to August	TV Commercial	Partizan Lab	Shell - Tokyo Origami	Modelling, Rendering
May to June	Web	Imagination	Geneu - Interactive Table 1,2	Modelling, Animation, Rendering
April	TV Commercial	Partizan Lab	Huggies - Cars and Minny	Modelling, Lighting &Rendering
March	TV Teaser	Partizan Lab	3M - Teaser Film	Modelling, Animation, Rendering
February	Web	Imagination	Genonyx - Re-branding	Modelling, Lighting &Rendering
2013				
November to December	TV Commercial	Partizan Lab	European Parliament - Elections	Modelling, Rendering
September to October	TV Commercial	Partizan Lab	Lemsip - Avalanche	Modelling, Lighting &Rendering
August to September	Video Game Online	Yazino	Yazino - Black Jack 2013	Modelling, Lighting &Rendering
June to July	Music Video	Partizan Lab	Dizzee Rascal-Something Really Bad	Modelling, Animation, Light&Render
2012				
November to December	TV Commercial	Partizan Lab	Acer - Acer Cloud +	Modelling, Lighting &Rendering
April to May	TV Commercial	Partizan Lab	Whole - Schizophrenia	Modelling, Lighting &Rendering
March	Hologram	Imagination	Jaguar - Paris Motor show 2012	Modelling, Animation, Light&Render
January to February	Short Film	Hooper Productions	Msheireb Downtown Doha	Animation - Motion Capture - Cloth Simulations, Light&Render
2011				
September to December	Short Film	Hooper Productions	Msheireb - Downtown Doha	MotionCapture&ClothSimulations
July to August	TV Commercial	Partizan Lab	Velvet - Toilet Tissue	Modelling, Animation
February to March	Web Commercial	Public Creative	Nicorette - Quick Mist	Modelling, Animation, Light&Render
January to February	TV Commercial	Partizan Lab	O2 - Monsters	Modelling, Animation, Light&Render
2010				
September to December	TV Commercial	Partizan Lab	Carphone Warehouse - Xmas	Modelling, Grooming, Light&Render
July to August	TV Commercial	Partizan Lab	CarphoneWarehouse - Smartphone	Modelling, Grooming, Light&Render
April to May	Video Game Online	Public Creative	National Lottery - Monopoly 3D	Modelling, Animation, Light&Render
March	TV Commercial	Partizan Lab	Weight Watchers - Office	Lighting &Rendering
January to February	Video Game Online	Public Creative	National Lottery - Rocks to Riches	Modelling, Animation, Light&Render
2009				
December	TV Opening Title	Th1ng One	BBC - Child of Our Time	Grooming, Lighting & Rendering
November	Printing	Th1ng One	Ciba Vision - Ciba Eye	Modelling, Texturing, Light&Render
October	TV Commercial	Th1ng One	Airwick - Mulled Wine	Grooming, Lighting & Rendering
August to September	TV Commercial	Th1ng One	Airwick - Frosted	Grooming, Lighting & Rendering

More freelance projects and permanent positions before 2009. My career as a 3D Artist begun in 2006.

Education:

2005	Degree in sculpture at the Academy of Fine Arts at Brera institute of Milano - Italy final grade 110/110.
2005	Cinema and TV operator course focused on Maya software. Diploma achieved with first class grade.
2004	Editing and compositing course held by Lombardy region focused on Adobe package.
2000	Certificate as professional photographer and working experience.
1998	High school Diploma at College of Arts in Busto Arsizio (VA) Italy.

Skills

- Excellent illustrator and sculptor specialized in anatomy.
- Professional photographer and B&W photo printer on optical magnifier.
- Good knowledge on creation of stereo sequences and projections by anaglyphs or polarizer.
- Expert Video live editor (Vj) and Visual Artist.

3D Skills:

• Modelling	Advanced
• Texturing	Advanced
• Lighting and Rendering	Advanced
• Rigging	Intermediate
• Grooming and Air Simulation	Intermediate
• Cloth Simulation	Intermediate

Has the ability to work well as part of a team and has ability to meet deadlines.

Software:

3D Modeling, Rendering & Animation:

Autodesk Maya	Advanced
Mental Ray, V-ray, Arnold	Advanced
Shave and a Haircut	Intermediate
SyFlex	Intermediate

Image Compositing and Editing:

Photoshop	Advanced
Adobe After Effect - Adobe Premiere	Intermediate



I work as a freelancer mostly in London where I have been living for my last 9 years. I am a senior Maya generalist as my skills cover a wide range of tasks, from the standard ones, like modelling and texturing, to more specific skills, like lighting and rendering on several rendering engines such as Mental Ray, Arnold or V-ray. I also worked with fur using either Maya Fur and Maya Hair or external software such as Shave and a Haircut. I am very familiar with several render farms and with the importance of keeping deadlines. The range of my experiences embraces TV broadcasting, online video games, prints and I am well disposed towards challenging myself with new experiences... including cinema production.