

Mattia Donelli 3D Artist

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PROFESSIONAL GOALS

Always been passionate about games, animation and CGI, I would break into that world to deepen my knowledge in the field of animation and 3D modeling and offer my skills in studios and CGI companies.

PROFILE

Versatile and creative, with a good proficiency in tools acquired at cartoon school, as well as experienced in animation at the studio "Matitanimata". After a positive experience in the 3D world, I got the diploma in Maya course at the "International School of Comics" and then I started working as character animator for the productions of some short films. Last years I took the opportunity to improve my skills in the field of videogames and real-time project as 3D Artist.

Moreover I contributed as digital sculptor to the realization of miniatures for some campaigns on Kickstater.

Technical Skill:

- 3D Character Animator
- 3D Modeller
- Texturing
- Concept and Characters Design
- Layout Artist

Personal/Work Qualities:

- Self directed
- Hard working
- Adaptable
- Problem solver

Software 3D



Maya



Zbrush



Substance painter



3D Coat



Keyshot



Marvelous Design

Software 2D



Photoshop



AfterEffect



Illustrator



Premiere

Realtime engines



Unity 3D



Unreal



Marmoset Toolbag

WORK EXPERIENCE

Freelancer Character Animator - at Illusionnetwork

January 2018 - March 2018

Working on - VR game - Gates of Nowhere

Freelance 3D Modeller - at Rainbow CGI

June 2017 - July 2017

Working on - Animated series - 44 Cats

3D Artist - at Unidea Group

April 2016 - Current

Working on - TV shows as "Una notte a San Pietro"

Digital Sculptor - at Ludus Magnus Studio

January 2016

Working on - Boardgame - NOVA AETAS - Pandora's Box

3D Artist - at Direct to Brain

September 2015 - Dicember 2015

Working on - Commercial - MSC Meraviglia cruise and Narhinel

Freelance 3D Artist & Digital Sculptor

January 2015 - Current

Working for Videogame Industry and 3D Printing project, Improve my skills and portfolio.

3D Artist - at POWERSOFT Computer Solutions Ltd

June 2015 - August 2015

Working on - Realtime project - Costantina

Digital Sculptor - at Ludus Magnus Studio

January 2015 - February 2015

Working on - Boardgame - NOVA AETAS

3D Generalist - at Interactive s.p.a.

January 2012 - June 2014

Working on - Videogame - Online multiplayer videogame "Waamy"

Maya Teacher - at Punto net

November 2012

Lessons for a basic course of Autodesk Maya

3D Character Animator - at Spark DE

November 2010 - February 2011

Working on - Medium length - APA l'etrusco - Winner of the UNESCO Fiamp at the Montreal Film Festival 2012.

3D Generalist - at Spark DE

October 2009 - Dicember 2009

Working on - Short film - Eleven o'Clock

EDUCATION

Zbrush advanced course

February 2014 - April 2014

Made by ZBrush Certified Instructor Daniele " Danko " Angelozzi

Character animation advanced course

Dicember 2011

Made by Marco Regina, Dreamworks character animator

Matitanimata Studio

2007 - 2009

First and Second year of traditional animation course

International School of Comics

2006 - 2007

Certificate in Autodesk Maya. 100/100

Scuola Romana di Fumetto - (School of Comics)

1999 - 2005

Certificate in cartoonist, illustrator, designer, storyboard in a course of 6 years

Liceo Artistico - Artistic high school

1999 - 2004

Diploma in Liceo Artistico Statale Ripetta. 98/100

EXTRACURRICULAR ACTIVITIES

Working experience of three months in London at two main restaurant business-franchises. This period was very productive for the improvement of my English language, the enhancement of my self-management and above all the upgrading of my ability to work in heterogeneous and multicultural teams.

Interests

- Scout (from 8 to 18 years old)
- Muai Thay
- Tennis/Soccer
- Play piano
- Collectibles: comics, boardgames, RPGs and miniatures.
- Arts, animation movie and videogames
- Modeling of objects in polymer clay