

Curriculum Vitae

GIACOMO LUCIANI

Environment Artist

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personal info

Name: Giacomo Luciani
Mobile: (ES) +34 631 11.61.92
Web: www.giacomoluciani.com
Artstation: artstation.com/skynet3d
E-mail: giacomo.luciani@live.it
Nationality: Italian
Birth Date: 15/11/1981
Gender: Male
Languages: Italian (mother language), English (fluent), Spanish (good)

professional experience

Oct 2017 – Now

Environment Artist at elite3d

Building environments and props for upcoming AAA videogames.

Main Tasks:

- World building
- Set dressing
- Modeling props with respect to quality and provided 2D references
- PBR Texturing

Additional tasks:

- Python Scripting
- QA

AAA Titles I have been credited in:

- Overkill's The Walking Dead

Jun 2017 – Oct 2017 (4 months)

Lead Environment Artist at SPYDAWICK

Working remotely for Spydawick, a Canadian startup, for a CG TV series.

Tasks:

- Providing daily feedbacks to Environment Artists about their work in progress
- Communicating with Art Direction Team
- World building
- Modeling props with respect to quality and provided artworks
- Texturing based on PBR workflow

Feb 2015 – Jan 2017 (2 years)

3D Realtime Artist at Dassault Systèmes 3DEXCITE (former RTT)

Realtime Content Production for the Automotive Industry.

Tasks:

- Vehicle Artist: 3D Modeling, UV Mapping, Texturing, Look Tuning
- Lighting the exterior and interior of cars, defining materials, creating shaders from material samples and texture scans
- Asset Optimization for mobile apps, web, real-time PC videogames/simulators
- Building up Realtime-capable 3D models based on CAD data
- Programming the logic behind 3D configurators

- Leading early development stage of the Porsche Connect app (3D side)
- Layer Production for 2D configurators
- Data Prep
- Quality Assurance: checking the final configurator with respect to quality and defined product correctness, bug and issue tracking and reporting
- Writing knowledge base and technical documentation

Customers:

Porsche, BMW

Platforms: **PC | Mobile | Web | POS**

Website: <http://http://www.3dexcite.com>

Oct 2012 – Jan 2015 (2 years, 4 months)

Lead 3D Artist and finally **Art Director** at **Nobrandsolution S.r.l., Motta Alfredo S.p.A.**

Working on **Taylormatic**, a Real-Time multiplatform product configurator developed with **Artanim** Motion Capture Center, Geneva.

Tasks:

- Project concept and management
- Art Direction
- Asset modeling, texturing, lighting, material setup
- Asset database management
- Logic configuration of product collections
- UI Design
- Quality Assurance
- Management of outsourcing partners
- Writing user manuals and knowledge base
- Support to R&D for internal tools development
- Advertising campaign
- Website coding, layout, graphics and contents

Platforms: **PC | Android | iOS | Web**

Website: <http://www.nobrandsolution.com>

Aug 2010 – Jan 2015 (4 years, 5 months)

Freelancer 3D Artist

- lowpoly assets for videogames, real time applications, mobile and web
- hipoly modeling, texturing, rendering, animation
- technical simulations and architectural visualization
- post production, video editing
- teaching, consulting and training
- web master

Clients:

- Artout Creative Group Milano
- B&C Associati
- Bernazzoli
- Calier Italia S.r.l.
- Global Print Srl
- Inventa CPM S.r.l.
- LiqTech S.r.l.
- Motta Alfredo S.p.a.
- Nobrandsolution S.r.l.
- Oltrespazio
- Proxima Milano
- Systema S.r.l.
- Studio Architettura Rocchi Milano
- U6 Studio

Mar 2011 – June 2012 (1 year, 3 month)

3D Artist at Systema S.r.l. Autodesk Gold Partner

- Projects for Great Architectural Works
- Multimedia productions and Virtual tours
- Technical simulations
- Documentaries

Tasks:

- Modeling, Texturing, Animation, FX, Lighting, Shading, Rendering
 - 3ds Max, V-Ray and Photoshop teaching
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Feb 2010 – Aug 2010 (6 months)

3D Artist at Milestone S.r.l.

Environment and Car Artist for **WRC 2010 – World Rally Championship**

Environment and Texture Artist for **SBK X - Superbike World Championship**

Platforms: **PC | Xbox360 | PS3**

Tasks:

- Track creation following Game Designers' concepts
 - Environment modeling, texturing and shading
 - Asset modeling, texturing and shading
 - Car damages modeling, ghost cars setup, custom liveries, car skinning
 - Performances optimization for PC and Consoles
 - Outsourcing partners management
 - Quality Assurance
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Jun 2009 – Jan 2010 (7 months)

Junior 3D Artist at U6 Studio

- Design projects and furniture catalogs
- Production of commercial images and visual communication

Tasks:

- Modeling, Texturing, Shading, Rendering
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Apr 2009 – May 2009 (1 month)

Junior 3D Artist at Bering Strait Project

Rendering of the project designed by Eng. Arch. Giulio Piscioti and Arch.

Sarah-Jane Mc Gee for the Bering Strait Project showed at the **Bering Strait**

International Competition.

Tasks:

- Modeling, Texturing, Shading, Rendering
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Jan 2009 – Feb 2009 (1 month)

Junior 3D Artist at BigRock

3D Artist in the animation movie **Petpals – Marco Polo's Code**, produced by **Gruppo Alcini Animation Studio** and screened worldwide in January 2010.

Produced by Gruppo Alcini Animation Studio in collaboration with BigRock Academy, Treviso, Italy. Worked during the Master in CG.

Tasks:

- Modeling, Shading, Texturing

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technical skills

CG Software

Autodesk 3ds Max
Autodesk Maya
Substance Designer
Substance Painter
Autodesk Mudbox
Pixologic ZBrush
Adobe Photoshop
Unreal Engine

CryEngine
Unity3D
Marmoset Toolbag
SpeedTree
Chaos Group V-Ray
Next Limit RealFlow
Adobe Premiere
Adobe Illustrator

Personal

Great knowledge of the entire working pipeline, tools and resources required to achieve 3D productions such as videogames, realtime-based projects or animation movies. Passion for videogames and Real-Time Technologies. Extended knowledge of the most popular 3D and 2D softwares, as well as real time engine as CryEngine and Unreal Engine 4. Ability to work in team or take delivery of individual jobs. Ability to lead a team and outsourcing/external partners.

education

2017

CGMA Certified - **Intro to Environment Arts** by Andres Rodriguez

2009

Autodesk Certified in **Advanced Rendering**

2009

Autodesk Certified in **Master CG/Maya Unlimited**

2009

Autodesk Certified in **Mel Programming**

2009

BigRock Academy

2008

Computer Science Degree at University of Bologna

publications

Some of my works has been published in the following releases of the magazine **Computer Grafica:**

N. 2/3, March 2008

N. 10, November 2008