

• MY RESUME •



About me

I WAS BORN THE 7TH JUNE 1991 IN VIAREGGIO (ITALY). I AM A BRIGHT AND SOCIABLE PERSON. I HAVE DRAWN SINCE CHILDHOOD AND I HAVE GROWN FASCINATED BY VISUAL AND CINEMATOGRAPHIC ARTS, EAGER AND MOTIVATED TO WORK IN THIS FIELD. I AM A STORYTELLER AND A DRAWER, I LIKE TO REALIZE STORYBOARDS AND DEVELOPT VISUAL ARTS FOR CINEMA AND ANIMATION BOTH. I LOVE DRAWING ENVIRONMENTS AND COLORING THEM, IN DIGITAL AND HANDMADE A LIKE.

Experiences

STORYBOARD ARTIST • NUVOLE & STRISCE

September 2018 - November 2018

I realized a storyboard for one episode of childhood series "Woof Meow", in collaboration with Nuvole & strisce.

GRAPHIC DESIGNER • DANAE PROJECT

April 2018 - September 2018

Danae Project is a graphic and media communication studio.

ILLUSTRATOR & GRAPHIC DESIGNER • FREELANCE

November 2012 – April 2018

During this time I realized logos, catalogs, posters and infographics on customers request. I also created illustrations for a children's books commissioned by private authors.

GRAPHIC DESIGNER • LUCCA FILM FESTIVAL 2015

December 2014 – March 2015

I realized some brochures, flyers and layouts for the presentation of the 11th Edition of Lucca Film Festival (2015) with the "Associazione Vi(s)ta Nova".

PHOTOGRAPHER & VIDEO MAKER • TWIN BEAT

October 2013 – March 2014

"Twin Beat" was a group of night events organization. During these events I realized video and photo pictures.

Languages

Italian (mother) ★★★★★

English (B1) ★★☆☆☆

French (A1) ★☆☆☆☆

Education

MASTER OF VISUAL DEVELOPMENT

IDEA ACADEMY, Rome

October 2018 - July 2019

In this school I learned a better use of the colors, and to develop character and environment designs for projects in animation, feature film and video games. Moreover I studied 3D with ZBrush software and I did storyboards for advertising field too.

2D ANIMATION DIPLOMA • SCUOLA

INTERNAZIONALE DI COMICS, Florence

October 2011 – July 2014

I graduated at the professional course of 2D animation. In this course I have learned all the steps to create a cartoon animation, from the idea to the post production.

ART HIGH SCHOOL DIPLOMA

ART HIGH SCHOOL, Lucca

September 2005 – July 2011

My main subjects of study were: figure drawing, graphic, painting, sculpture, perspective and art design.

Software skills

Adobe Photoshop

★★★★★

Adobe Premiere

★★★★★

Adobe InDesign

★★★★☆

Adobe After Effect

★☆☆☆☆

Adobe Lightroom

★★☆☆☆

Toon Boom Storyboard

★★☆☆☆

Toon Boom Animation

★★☆☆☆

Adobe Illustrator

★★★☆☆

3D ZBrush

★☆☆☆☆