

# Alessandro Chizzolini

Born in Brescia, Italy. 19/11/1978

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## **Work Experience:**

06/01/2007, 15/02/2007 **Ubik** : Freelance digital modeller for the 3d stereoscopic film: Time Voyagers.

01/08/2006, 01/01/2007 **Playstos S.P.A.** : Character Team Lead. responsible for the modelling workflow of an Xbox unreleased next gen game. I also trained the team, integrating Zbrush in their own pipeline.

05/10/2004, 12/06/2007 **I.E.D.** : Maya and zBrush trainer in the course: Maya Basic, Maya Advanced, Character Design, 3D Character development, Advanced Rigging, Zbrush

29/09/2003, 30/07/2004 **Coas S.R.L.** : Maya Trainer in the Courses: Maya for games, and Maya for Vfx.

18-11-2002, 05/10/2004 **WildSoup S.N.C.** : Creative Director for graphics and 3d Architectural images.

10/10/2001, 21/02/2002 **Clic Communication** : Stage in a visual FX company in Milan

08/03/2001, 10/10/2001. **Freelance illustrator** : I worked for books cover, and institutional images.

## **Education:**

Adapt 3d track 2006 in Montreal

Maya Master classes at siggraph 2005 in Los Angeles.

Degree in Visual Design at Noesis school. Milano Italy

Diploma in Artistic study Vincenzo Foppa School. Brescia italy

## **Skillset:**

Drawing and creative process, good knowledge of all the aspects of digital workflow, specialized skill in modelling highres meshes, and in creating efficient and animatable meshes, uv layout, texturing process for next gen game and rigging task for toon and for hyper real character. Good communication skill.

## **Software:**

Advanced knowledge\_Maya, Zbrush, Mudbox, Photoshop

Basic knowledge\_XSI, Modo, Headus UV, Fusion,

## **Hobbies&interest:**

Art, Photography, Music, Cinema, Travelling, Role Playing Game, Video Game, Snowboard.

## **Personal Aim:**

Keep improving as a character artist in a creative and visionary environment.

To study Game Design.