

Luca Gardelli's Resume

Professional Goal: 3D Character Animator

> **Contact Information**

Name Luca Gardelli
Nationality Italian
Date/Place of Birth June 22, 1980 – Cesena (FC) Italy
Address Via Lucania, 150 – 47023 Cesena (FC) Italy
Mobile Phone +39-347-0073607
Email info@lucagardelli.com
Web www.lucagardelli.com
Skype luca.gardelli

> **Arts Related Education**

June 2009 - **Advanced Studies in 3D Character Animation, online at AnimationMentor.com**
Mentors: Jalil Sadool, Chris Derochie, Dana Boadway, Bret Parker, Cal Brunner, Michelle Meeker
June 2009 - Certificate of “*From Basics to Figure Drawing*” at Accademia Romagna, Cesena, Italy
June 2009 - Certificate of “*Character Design*”, with Stephen Silver, online at Schoolism.com

> **Computer Science Related Education** (Degrees completed at *Università di Bologna, Italy*)

April 2008 - PhD Degree in *Computer Science Engineering* at the DEIS Department
August 2004 - Master Degree in *Computer Science Engineering* cum laudae
August 2002 - Bachelor Degree in *Computer Science Engineering* cum laudae

> **Professional Experience**

January 2006 - current - Freelance Graphics Generalist including corporate design, web design, reflex photography, 3d modeling & rendering
January 2005 - June 2008 - Teaching and Research in Computer Science at Università di Bologna, Italy

> **Skills**

Software: **Proficient with Maya, 3DS Max, Photoshop, Mental Ray, Premiere, Flash**

3D Graphics: Familiar with all the aspects along the pipeline: specialized in character animation

Drawing: Basic sketching skills with different mediums (graphite, charcoal, pastels, ink...)

Reflex Photography: Basic photography skills, lenses and composition, lighting, filters, VR

Programming: Advanced programming skills: familiar with many languages and production tools

Languages: **Italian:** Mother tongue; **English:** Good; **French:** Basic;

> **Interests**

Animation, 3D Graphics, Cinema, Drawing, Music (listening and playing), Traveling