

Davide Pieropan

3D MODEL & TEXTURE ARTIST

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Personal Statement

I am a creative, outgoing and self-motivated individual. During several projects, I have clearly demonstrated that I am able to work on my own initiative as well as part of a team, with good leadership ability too. I have a proactive and flexible approach to work, being able to deal with problems and undertake new challenges. I am open-minded, resourceful, enthusiastic to learn and to develop new skills.

SKILLS

Maya

Zbrush

Mudbox

Substance
Painter

Nuke

Wrap3D

Arnold

Redshift

WORK EXPERIENCE

FREELANCING

Oct. 2024– present

Nexus Studios

As 3D Modeller for adds and VR experience

Untold Studios

As 3D Modeller and Texture/Shading Artist for adds

Jellyfish Pictures

Apr. 2023– Sept. 2024

As Environment Modeller and Texturing and Look dev. Artist for NETFLIX's *Wolf King*.

As Lighting and Comp Artist for DreamWorks' *Dog Man*.

- London, UK

MPC

Jul. 2021 – Mar. 2023

As Key Artist with focus on character and organic prop modelling for movies. I participated on the making of *NOPE* and the announced Disney's *Snow White*

- London, UK

Red Star Animation

Sept. 2020 – Jun. 2021

I worked as Mid Environment Modeller for the feature movie *The Amazing Maurice*
- Sheffield, UK

Funko Animation Studios

Nov. 2017 – Aug. 2020

As CG Model Artist in charge of modelling, texturing and look development of 3D Characters and Set for animation.
- Bath, UK

Picasso Picture

Sept. 2017 – Nov. 2017

As Character Model Artist to create optimised models for commercials
- London, UK

Alter Equals

Jun. 2017 – Aug. 2017

I had the chance to work on *Hold the World* project as CG Modeller, creating photo-realistic environment for full 3D Virtual Reality.

- London, UK

Electric Theatre Collective

Feb. 2017 – Apr. 2017

CG Generalist with mostly focused on Modelling, Texturing, Shading, and Motion Tracking for commercials.

- London, UK

Sep. 2016 – Dec. 2016

EDUCATION

Human Anatomy for Artist with Scott Eaton

Apr. 2023 – May. 2023

In-depth course on all aspects of human anatomy

Computer Graphic Master Academy

Sept. 2020 – Oct. 2020

Certificate of Completion, Character Creation for Film-Cinematic

MA3D Computer Animation

Sept. 2015 – Aug. 2016

Master's Degree with Distinction. -National Centre of Computer Animation (NCCA), Bournemouth, UK

BA New Technology for Arts

Bachelor's Degree cum laude - Fine Art Academy of Arts, Milan

Sept. 2010 – Mar. 2014

Scientific High School

Scientific High School Diploma - Institute of Higher Education G. G. Trissino Valdagno, VI, Italy -

Sept. 2005 – Jun. 2010

LANGUAGES

Italian

Mother Tongue

English

B2

EU SETTLEMENT SCHEME (EUSS)

EUSS

Settled Status

REFERENCES

References available upon request

