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ANDREA ROSINI

Creative 3D Artist Generalist and occasional Game Designer, Unity Developer and Pixel Artist, team-player with team-leading skills, currently pursuing a BA in Game Design.

SKILLS

Proficient in Zbrush, Autodesk Maya, Substance Painter, Unity, RealityCapture, Adobe Photoshop, Illustrator, InDesign, Premiere, Git, UE4 and Marvelous Designer. Able to speak Italian (native), English (C1-B), Russian (B1), French and German (beginner).

EXPERIENCE & EDUCATION

Mirage3D, The Hague — *3D Artist Generalist*

September 2021 –

- Worked on NASA and SpaceX 3D assets from modeling to texturing
- Experience with Green Screen and Cameras
- Main Expert on Computer Hardware and Historic Research

University of Applied Sciences Europe, Berlin — *BA in Game Design*

September 2019 –

- Member of the University Committee for the Play Festival of Hamburg 2019
- Class representative since 1st semester
- More than 15 games made in Unity published on *borderandry.itch.io*

Bigrock, Treviso — *Master in Virtual Reality*

September 2018 – March 2019

- Leader of the winning team in the school GameJam
- 3D Artist for Alice in Wonderland VR experience
- Worked as Character Artist, Technical Artist and Coder for the VR game **Caisteal**

Liceo Scientifico Leonardo, Brescia — *High School Diploma*

Sept 2014 – July 2018

- High School Diploma with specialization in Graphical Arts
- **Exchange Student** in Russia, Nizhny Novgorod, through AFS
- 96/100, with a thesis on Soviet Animation Films

AWARDS & EVENTS

- ❖ Guest **Lecturer of 3D** at Public Art School Tartaglia-Olivieri, Brescia 2021
- ❖ Milan Game Jam 2020 – **Best Game** with MS-DOSN'T, as Artist and Game Designer
- ❖ Student of Senior Character Artist Mario Baldi's **Zbrush Workshop**, 2019
- ❖ Autodesk **Certificate of Proficiency**, obtained at Bigrock, 2019
- ❖ Milan Game Jam 2019 – "Best WTF Game" with Domutus, as 3d Artist and VFX Artist
- ❖ Winner of the student's **Art Contest** "Dies Fasti 2017" in Brescia
- ❖ Svidetelstvo of the Nizhny Novgorod Institute of Technology in Autodesk Inventor