



Francesca Camilotto

Graphic, Concept artist, 3D artist

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🎂 27/06/1996

🌐 www.artstation.com/fra

🇮🇹 Italian

🚗 Driving license B

Other Languages

English

References

Alessandro Manzani
- Nemo teacher for 3D

Francesco Mariotti
- Nemo teacher for Concept art

Maria Angela Centrone
- Top Seri Administration

Software (principal)

Photoshop	●●●●○○
Illustrator	●●●●○○
Autodesk Maya	●●●●○○
ZBrush	●●●●○○
XNormal	●●●○○○
3D-Coat	●●●○○○
Marmoset Toolbag	●●●○○○

About me

I am an active girl and I really want to learn and improve myself. I learned how to work under pressure, work in group and work with general public, thanks to my little experience as a waitress at a Pizzeria/Restaurant. I always felt close to the art world and this made me realize that it would become my job.

Education and training

In 2015 I graduated from the Secondary School "A.V. Obici" of Oderzo (TV) for the Graphics course.

In 2018 I obtained a Master's degree at the "Stefano Casini's Nemo Academy" in Florence (FI) for the course of Visual FX.

During the Academy I participated in some workshops with artists related to the world of 2D and 3D:

- ott 2016 Liron Topaz (animation)
- nov 2016 Tom & Tony Bancroft (Disney)
- ott 2017 John Nevarez (film and story artist)
- apr 2017 Kazuhide Tomonaga, Eric Goldberg, Takashi Namiki (Disney/comics and Japanese animation)
- ott 2018 Moby Francke (game artist at RIOT)

I also participated in a workshop at the EventHorizon in Padua (TV):

- mag 2018 Daniel Comerci (concept artist/sci-fi)

Work experiences

During high school I was able to do two experiences Stage in graphic design companies, the first "Over sas" placed in Ponte di Piave (TV) and the second "CCO-Centro Creativo Oderzo" placed in Oderzo (TV), approaching the advertising graphics, the printing also in large dimensions (plotter) and the gadgets printing.

In 2018 I worked at the "Top Seri srl" graphics / tampographical / serigraphy company of Monastier di Treviso (TV) as tampographic operator.

I'm recently having a collaboration with "Robin Studio", Turin (TO) for a project that needs 3D realization of some characters (modeling, maps, textures)

Skills and competences

Good PC usage, I able to use Microsoft Office package;
For the Graphics and Concept art I can use the Adobe Creative Suite package (Illustrator, Photoshop, InDesign) integrating the use of the graphic tablet;
For 3D modeling I use Autodesk Maya and ZBrush;
For the creation of maps and textures I use xNormal, 3D-Coat, Substance Painter and QuixelSuite 2 ;
For rendering I use Marmoset Toolbag 3 and Mentalray.