

EDUARDO AUGUSTO SIMIONI

ANIMATOR

Via Chavez 4 - Milan, Italy
Mobile: (+39) 345 4599684
Skype: "eduardo.simioni"
E-Mail: eduardo.simioni@gmail.com
<http://www.eduardosimioni.com>
Italian and Brazilian citizenship

OBJECTIVE

To bring characters to life together with an inspiring team.

PROFESSIONAL EXPERIENCE

2007-present Milestone Srl, Italy.

- **World Rally Championship** (In development, for PS3, Xbox360, PC) - *Animator*: Keyframing of ambient life and starting line characters. Supervising and managerial tasks of animation assets.
- **Superbike X** (In beta, for PS3, Xbox360, PC) - *Animator*: responsible for all in-game and cut-scene animations, from concept to final product, including breaking down the shot list, directing the motion capture session and supervising freelance animators.
- **Superstars V8: Next Challenge** (PS3, Xbox360, PC) - *Animator*: helped create, implement and optimize 3d animated public into the game engine.
- **Superbike 2009** (PS3, Xbox360, PSP, PS2, PC) - *Animator*: responsible for all in-game and cut-scene animations, from concept to final product, including breaking down the shot list, directing the motion capture session and supervising freelance animators.
- **MotoGP 2008** (PS3, Xbox360, Wii, PSP, PS2, PC) - *3d Artist*: supervised two different outsourcing companies, two external freelancers and two in-house artists on the creation and debugging of over hundreds of bike assets.
- **Superbike 2008** (PS3, Xbox360, PSP, PS2, PC) - *Animator*: some modeling but mostly keyframed all characters for box and starting grid cut-scenes, improved and debugged in-game rider animations.

2007 Mindware Studios, Czech Republic.

- **Painkiller Overdose** (PC) - *Animator*: animated characters and weapons, with keyframe and mocap.

2006-2007 Bohemia Interactive Studio, Czech Republic.

- **Armed Assault** (PC), and **Arma Queens Gambit** (expansion disk, PC) - *Artist and Animator*: Modeled, rigged and keyframed wild life (dog, rabbit, birds, goat, etc). Tweaked and improved mocap for in-game soldiers movement and transitions.

2003 SoftCad, Discreet Certified Training Center, Brazil

- *Teacher*: Taught many classes of 3D Studio Max, levels Basic and Intermediate.

EDUCATION

2000-2005: Universidade Federal do Rio Grande do Sul, Brazil; **Bachelor in Fine Arts**, with free-choice courses from the Drama department. Completed with an animated short as final project.

1998-1999: Universidade Federal do Rio Grande do Sul, Brazil; **Bachelor in Computer Science**. Incomplete.

TOOLS

3D Studio MAX
and Character Studio

Motion Builder

Maya

Blender

Zbrush

Photoshop

After Effects

Premiere

Linux distros

OTHER RELEVANT EXPERIENCE

Between 1999 and 2004 co-founded two different indie game development studios in Brazil and worked as a manager and as an artist on the production of 4 prototypes and many different business plans. Also finished two short films between 2003 and 2005.

SKILLS OVERVIEW

Extensive experience with animation, both keyframed and mocaped. Worked with all artistic aspects of game development and with many different engines and pipelines. Developed for and used dev kits from all current consoles.

I have experience leading different sized teams, scheduling and managing asset production, from both my last and firsts experiences. I'm proactive and really team focused, sharing and using works of others is a must for me. I have great communication skills, am a really fast learner, extremely flexible to handle all kinds of different situations, easy to receive and give criticism. Also strong initiative with either new uses of technologies or their application on business.

Portuguese is my mother language, but I'm also fluent in English and Italian, having used all three on different work environments.