

EDUARDO AUGUSTO SIMIONI

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OBJECTIVES

Create animation and 3d assets for innovative games or films while research new business models using interactive media from a sociological perspective.

EXPERIENCE

2007-present Milestone Srl.

- Modeled and animated characters and riders for Superbike 2008.

2007 Mindware Studios.

- Animated, with keyframe and mocap, characters and weapons for Painkiller Overdose.

2006-2007 Bohemia Interactive Studio.

- Modeled and animated (keyframe and mocap) assets for Armed Assault and the expansion disk.

2004-2006 Work on personal and freelance projects.

- Finished two personal short films and other freelance projects.

2003-2004 Singular Studios; Co-Founder and Animator.

- Modeled assets and made animations for an in-house tech demo. Also helped on management and business plans.

2003 SoftCad, Discreet Certified Training Center; Teacher.

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

1999-2003 Amok Entertainment; Co-Founder and 3D Artist.

- Managed the company and contacted venture capitalists, while creating 3d assets for game prototypes. There were three demos created during this period. Assets consisted in characters, animations, items and objects.

EDUCATION

2007: Università di Milano-Bicocca, Italy; **Laurea Specialistica Teoria e Tecnologia della Comunicazione.** Under progress.

2000: Universidade Federal do Rio Grande do Sul, Brazil; **Bachelor in Fine Arts.** Completed on July/2005.

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

TOOLS

- **3D Studio MAX and Character Studio**

Expert knowledge. I've used it completely, from modeling to animation to camera tracking to network rendering. I've used both bones and biped for animations extensively. I've taught how to use this software.

- **Motion Builder**

Expert knowledge. Keyframe animation, mocap editing, rigging character extensions.

- **Maya**

Advanced knowledge. Rigging, skinning, animation and some modeling.

- **ZBrush**

Advanced knowledge. Zspheres, sculpting with brushes and alphas; displacement and normal map generation.

- **Rhino3D**

Advanced Knowledge. Nurbs modeling.

- **Adobe Photoshop**

Intermediate knowledge. Image refining, color correction, brush making.

- **Adobe After Effects**

Intermediate knowledge. Masking, animation, filters.

- **Adobe Premiere**

Intermediate Knowledge. Editing and codecs.

SKILLS OVERVIEW

Extensive experience with **animation**, excellent notion of body movement, motion, weighting, timing, acting. **Great skill in modeling** organic characters and non-organic objects. **Experience** with **lighting** (in 3d and in the real world) and **rendering** with both 3ds max scanline and mental ray. **Experience** with **business plans**, **venture capital** and **game design**.

Great communication skills, extremely flexible to handle different situations. Strong initiative with either new uses of technologies or their application on business.

OTHER SKILLS AND INTERESTS

Fluent in English and Portuguese. Good Italian and some Spanish. Strong interest in game development, interactive designs, real-time technologies, and the gaming industry and market in general. Also interest in literature, philosophy, photography, cinematography, internet, computers, new technologies, new medias, (some) contemporary art, classic art, comic books.