

EDUARDO AUGUSTO SIMIONI

ANIMATOR

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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 beta, for PS3, Xbox360, PC) – *Lead Animator and Senior 3d Artist*: Keyframing of driver/codriver, ambient life, starting line characters. Supervising and managerial tasks of animation assets. Responsible for all driver and codriver graphic assets production, rigging and implementation.
- **Superbike X** (PS3, Xbox360, PC) – *Lead 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) – *Lead Animator*: helped create, implement and optimize instanced 3d animated public pipeline into the company engine.
- **Superbike 2009** (PS3, Xbox360, PSP, PS2, PC) – *Lead 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) – *Senior Bike 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*: keyframed all characters for box and starting grid cut-scenes, improved and debugged in-game rider animations, plus some modeling.

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.

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

Blender

After Effects

Motionbuilder

Zbrush

Premiere

Maya

Photoshop

Linux distros

All tools were self-taught.

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 four prototypes and many different business plans. Also finished two CG animated short films between 2003 and 2005.

For 9 months in 2003 I've also taught classes of 3d Studio Max for SoftCad, a Discreet Certified Training Center in Porto Alegre, Brazil.

SKILLS OVERVIEW

Extensive experience with animation, both keyframed and motion captured. 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.