

## PERSONAL INFORMATION



## Gabriele De Luca

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Sex Male | Date of birth 8 Jul 1982 | Nationality Italian

## JOB APPLIED FOR

3D Modeler, Sculptor, Graphic designer

## WORK EXPERIENCE

1 Sep 2016–31 Mar 2017

**Team RED**

"Big Rock Academy", Roncade (Italy)

Professional Skills

3D Modeling

- ZBrush (Pixologic)
- Maya (Autodesk)
- Photoshop (Adobe)
- After Effects (Adobe)
- Substance Painter (Allegorithmic)

1 Jan 2011–1 Jan 2016

**Freelance**

Activities as a freelancer (Italy)

- Sculpture
- 3D modeling
- Prototyping

## EDUCATION AND TRAINING

7 Mar 2016–18 Aug 2016

**Master in Computer Graphics**

"Big Rock Academy", Roncade (Italy)

Professional Skills

3D Modeling

- ZBrush (Pixologic)
- Maya (Autodesk)
- Adobe Photoshop
- Adobe After Effects

1 Sep 2005–31 Mar 2009

**Bachelor Degree B.A. in Sculpture with Honors**

Accademia di Belle Arti, Naples (Italy)

Professional Skills

- Digital modeling

EQF level 6

- Sculpture
- Artistic Anatomy
- Drawing, painting
- Engraving (dry tip)

1 Sep 2003–1 Jul 2004

**3D modeling and animating**

EQF level 3

- IAL Friuli Venezia Giulia, Pordenone (Italy)
- Image Processing Techniques (Photoshop)
  - Storyboard Creation
  - Digital modeling (3DStudio Max)
  - Animation (3DStudio Max)
  - Compositing video (After Effect)

1 Oct 1997–1 Jul 2002

**High School Diploma in Applied Arts**

EQF level 4

- Istituto Statale di Arte "Max Fabiani", Gorizia (Italy)
- Professional Skills
- Descriptive geometry
  - Painting laboratory techniques
  - Plastic disciplines
  - Design laboratory techniques

**PERSONAL SKILLS**

Mother tongue(s) Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B1	B2	B1	B1	A1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
 Common European Framework of Reference for Languages

Communication skills

Good attitude to working and teaming in a multicultural environment acquired in the internships and working experiences.

Organisational / managerial skills

Good organizational skills acquired during the activity as freelancer

Job-related skills

- Excellent expertise in:
- 3D digital modeling ZBrush
  - sculpture (modeling) with many materials: clay, plastiline, wax, gypsum, resin, polystyrene,
  - drawing
  - character and creatures design
  - painting: pencil, charcoal, chalk, tempera, oil on various supports (paper, table, cloth)
  - engraving on copper and zinc plates

Digital competence

SELF-ASSESSMENT

Information processing	Communication	Content creation	Safety	Problem solving
Independent user	Independent user	Independent user	Basic user	Independent user

Digital competences - Self-assessment grid

Authorized Training Center Autodesk: (Certificate N. 2985) Master in Computer Graphic (3D digital modeling Maya)

Driving licence B

ADDITIONAL INFORMATION

**Publications** Exhibitor at Lucca Comics & Games in the years 2009-2010-2011-2012-2013

- Award VIII Lucca Model Contest 2009
- First prize in the IX Lucca Model Contest 2010

**AGREEMENT ON THE PROCESSING OF PERSONAL AND SENSITIVE DATA**

I authorise the use of my personal data in compliance with Legislative Decree 196/03.  
 I authorise the processing of my personal data.  
 I hereby authorize the use of my personal details solely for circulation within the company in relation to the Italian Legislative Decree n° 196/2003  
 I hereby authorize the use of my personal details solely for circulation within the company according to the Italian Legislative Decree n° 196/2003  
 I authorise the handling of my personal data pursuant to the Personal Data Protection Code – Legislative Decree n. 196/2003.  
 I authorise the processing of my personal information under D.Lgs. 196/03. I authorise the processing of my personal data for personnel research and selection purposes under D.Lgs. n.196 of 30/06/2003.