

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.