

GABRIELE RESCALDANI *CG ARTIST*

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EDUCATION

Computer Science - 98/110 - University of Milan - July 2008
High-School Diploma - 80/100 - Scientific Lycée of Gallarate (Varese) - July 2000

LANGUAGES

Italian (first language), English (good knowledge).

SKILLS

Computer Graphics

Modeling, texturing, shading, layout, lighting, rendering.
Liquids/Fluids/Particles simulation.
Motion graphics.
Compositing, post-production.

Software

Foundry modo, NewTek LightWave 3D, Maxon Cinema4D (basic), Octane Render
NextLimit RealFlow
Adobe AfterFX, DaVinci Resolve (basic)
Adobe Photoshop, Affinity Photo, Adobe Illustrator (basic), Affinity Designer (basic)

Web development

ASP 3.0, Javascript, HTML/CSS

EXPERIENCE

CG Artist. [Art @t Work srl](#) - Milan - Italy. *Nov 2008/Sept 2017.*
CG Artist. [Engram Studio](#) - Faenza (RV) - Italy. *May/June 2007, Oct/Nov 2007, Jan/Mar 2008.*
CG Generalist/Web developer. [Imagine srl](#) - Gallarate (VA) - Italy. *Sept/Oct 2008. Nov/Dec 2005. Nov 2003/Mar 2005. Jul/Oct 2003. Jun/Oct 2002.*

INTERESTS

Photography. Volleyball.