DAVIDE PRATO

Modeler / CG Generalist

E-mail davide.prato.88@gmail.com

Phone www.davideprato.it +44 7541931480

+39 3408146337

December	Fysesierice
PROFESSIONAL	FADEDIEVICE

2014

3D STUDIO ASSISTANT

Escape studios

- + Support the tutor during lesson
- + Developing in-house project
- + Video feedback for online students

2011 - 2013

CG GENERALIST / UNITY3D PROGRAMMER

Easylmage

- + Production of animations for the industrial sector
- + Modeling, texturing, lighting, animation and video editing
- Developer for mobile and windows based application using Unity3D
- + C# programmer, low poly modeler

2010 - 2013

GRAPHIC DESIGNER

- Production of brochure, poster, stickers, business card for the national council elections of university students for the UDU
- Production of the brochure for the event "5th International Conference on Spacecraft Formation Flying Missions and Technologies"

2010 - 2013

WFB DESIGNER

Personal portfolio

+ www.davideprato.it

Fashion and Design blog

+ lunaelaltra.com/

Medical e-commerce site

+ www.elsco24.eu/

REFERENCE

Emma Lee, Escape Studios

+ emma.lee@escapestudios.com

Enrico Besta, Easylmage

+ eb@easyimage.it

Numbers available upon request

CG Skill

Maya, Blender: create hard-surface/organic models, UV, rigging, animation, rendering, custom expressions, scripting

Houdini: use of fluids and dynamics

Mental Ray, Octane, V-ray: photorealistic rendering

Zbrush, **Mudbox**: hard-surface and organic sculpting, detailing,

texture painting **Mari**: texture painting **Nuke**: compositing

3DEqualizer: footage tracking, object tracking

Photoshop: photo-editing, texture creation, postproduction **Illustrator**: creation of vector images and layout for laser cut

projects

EDUCATION

2013

ADVANCED 3D FOR VISUAL EFFECTS

Escape Studios Full time course of 18 weeks; in deep software studied:

+ Maya, MentalRay, 3DEqualizer, Mudbox, Houdini, Nuke

2010 - 2013

MASTER DEGREE IN COMPUTER SCIENCE

Result: 97/110

Università degli Studi di Milano Bicocca

Thesis: Interactive tracking of colored object in video sequences

- + Real-time graphics, OpenGL
- + Image processing
- + Computer vision

2007 - 2010

BACHELOR OF COMPUTER SCIENCE

Result:103/110

Università degli Studi di Milano

2002 - 2007

CERTIFICATE OF COMPUTER EXPERT

Result: 76/100

Istituto Tecnico Industriale Statale Fauser, Novara

IT SKILL

PLATFORMS

Windows and Linux

PROGRAMMING LANGUAGES

MEL, Phyton, Sql, Java/JScript/JQuery, Open GL/GLSL/ES, C/C#, Visual Basic, Php/Asp, Html5, Css3, Flash, Matlab