



## Enrico Zerbo

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**Summary.** Digital Artist with 3 years of production experience in Environments and Surfacing/Look-dev. Passionate in Graphic Arts since I ran into Art History at Secondary school, I then studied Graphic Design at High school, passing through Web Design later and finally discovered the CGI world. Inspired by technology, cinema, digital photography, music and travels, I'm a neat freak and a pixel's alignment maniac. Always trying to improve myself learning new things which could bring me new opportunities and perspectives as well as keeping me alive.

**Languages.** Italian | Native language  
English | Professional working proficiency - IELTS C1

### Key skills.

- Softwares** Maya, ZBrush, Mudbox, Mari, Substance Painter, Reality Capture, Pixar's Renderman, Arnold, Mental Ray, Houdini, Quixel NDO, Adobe Photoshop, Adobe After Effects, Adobe Premiere Pro, Adobe Illustrator, Adobe InDesign
- 3D skills** Texturing, shading, modeling, sculpting, photogrammetry, scene assembly, UV mapping, ptex, grooming, basic lighting, compositing
- 2D skills** Photo editing, video editing, web design, graphic design, vector art, logo design, brand identity

### Working experience.

- 2018 - now Environment Generalist Artist at Axis Animation**  
3D generalist for environments doing modelling, texturing and shading for assets and props and integrating them in the related shots through scene assembly. I had the chance to produce organic assets and hard surface ones like trees, rocks, vehicles, weapons, buildings, hero assets and so on as well as some entire environments. For a short amount of time I led some offsite artists on vehicles and buildings.
- 2016 - 2017 Surfacing/Look-dev Artist at Animal Logic**  
I worked here as mid level surfacing artist for the following shows:  
- Peter Rabbit (2018)  
- The Lego Ninjago Movie (2017)  
- The Lego Batman Movie (2017)  
I had to achieve the high visual standard of the company working on textures, shading, sculpting, and other aspects of characters, rocks, cliffs, plants, trees, vegetation and photorealistic assets in general, including weave systems for characters clothing, moss patches and the spawning systems that are filling and creating the environments.
- 2013 - 2015 Jr. Art Director at AKQA Italy**  
- I worked on websites design and concepts, advertising banners and posts for brands like Nike, Nestlé, Maserati, TIM, Geox, RedBull and Toyota.  
- Designed icons, UI and vector elements.  
- Worked on some simple video editing projects.  
- Created 3D assets for simple product visualizations.

- 2010 - 2015 **Freelance Graphic and Web Designer**
- Websites design and concepts for personal clients.
  - Designed brochure, catalogs, business cards and brand identity
- 2011 - 2012 **Graphic Designer freelance at Depofarma S.p.A**
- Designed brochure, catalogs and business cards.
  - Worked on packaging design and products photography.
  - Website redesign

## Education.

- 2012 - 2013 **BigRock Institute - Master in CGI**
- Main areas of studies: NURBS modeling, polygon modeling, UV mapping, lighting, maquette production, character modeling, layout, advanced rendering, post-production, rigging, animation, VFX.
- Final project: teamwork project for the production of an original short movie.
- 2007 - 2010 **Istituto Salesiano San Marco - Technical Institute for Graphic Arts**
- Main areas of studies: multimedia design, graphic design, web design, photo editing, video editing, brand identity design, communication theory, color theory, marketing, print media production, production processes management.
- 2009 **Istituto Salesiano San Marco - Digital photography course**
- Main areas of studies: still life photography, reflex photography, studio lighting, color correction and photo editing for studio production.
- 2005 - 2007 **Istituto Salesiano San Marco - Vocational Institute for Graphic Arts**
- Main areas of studies: Adobe InDesign, Illustrator and Photoshop focused on the print media production, print technologies, basic photography, logo design, brand identity.

## Certifications.

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|------|--|
| 2017 | IELTS English Test - Level C1                              |
| 2013 | Master in CGI - Autodesk Certificate                       |
| 2010 | Diploma in Graphic Arts                                    |
| 2007 | Vocational Diploma in Graphic Arts                         |
| 2007 | English language certificate<br>@Cork English College      |
| 2006 | English language certificate<br>@Galway Cultural Institute |

## Passionate in.

- Movies
- Videogames
- Exploring the world
- Creative Arts
- Digital photography
- Rock music
- Hi-tech stuff